



2026-2027 USA ROLLER SPORTS REQUIREMENTS

Updated 10/1/2026



National Governing Body for Roller Sports

Domestic Youth Events – Dance, Loops & Figures

Event Name	Figures		Loops		Solo Dance		Team Dance	
	Group 1	Group 2	Group 1	Group 2	Group 1	Group 2	Group 1	Group 2
Primary A	1 2 B 7 A	1 B 2 7 B	14 A/B 130 A/B	14 A/B 130 A/B	Double Cross Waltz (138) Skaters March (100 6/8)	City Blues (88) Carlos Tango Modified (96)		
Juvenile B	3 7 A/B	5 A/B 9 A/B	14 A/B 130 A/B	14 A/B 115 A/B	Double Cross Waltz (138) And Foxtrot (104)	City Blues (88) Denver Shuffle (100)		
Juvenile A Figures/Loops/Solo, Juvenile Team	3 A/B 7 A/B 11 A/B	3 A/B 9 A/B 27 A/B	14 A/B 30 A/B	14 A/B 30 A/B	Criss Cross March (100 6/8) Swing Waltz (120) Mary Lee Foxtrot (92)	Denver Shuffle (100) Rhythm Blues (88) Siesta Tango (100)	Academy Blues (88) Skaters March (100 6/8)	Swing Waltz (120) Denver Shuffle (100)
Elementary B	3 11 A/B	5 A/B 9 A/B	14 A/B 30 A	14 A/B 30 A	Rhythm Blues (88) Siesta Tango (100)	La Vista Cha Cha (100) Chassé Waltz (108)		
Elementary A Figures/Loops/Solo, Elementary Team	4 10 A/B 22 A/B	8 A/B 19 A/B 26 A/B	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Criss Cross March (100 6/8) Luna Blues (88) Fiesta Tango modified (100)	Bounce Boogie (100) Pilgrim Waltz (138) Marylee Foxtrot (92)	Criss Cross March (100 6/8) Chase Waltz (108)	Bounce Boogie (100) Fiesta Tango Modified (100)
Freshman B	11 A/B 26 A/B	8 A/B 27 A/B	14 A/B 30 A/B	14 A/B 30 A/B	Dutch Waltz (120) Fiesta Tango modified (100)	Bounce Boogie (100) Southland Swing (88)		
Freshman A Girls Figures/Loops, Freshman A Solo	13 18 A/B 23 A/B	19 A/B 21 A/B 28 A/B	14 A/B 16 A/B 30 A/B	15 A/B 16 A/B 30 A/B	Border Blues (88) California Swing (138) Casino March (100 6/8)	Joann Foxtrot (92) Association Waltz (120) Mandi Lynn Tango (100)		
Sophomore B, Fresh/Soph B Team	10 A/B 26 A/B	12 A/B 27 A/B	14 A/B 30 A/B	14 A/B 30 A/B	Carey Foxtrot (92) Fiesta Tango modified (100)	Quickstep Boogie (100) Southland Swing (88)	Mason March (100 6/8) Chase Waltz (108)	Bounce Boogie (100) Southland Swing (88)
Fresh/Soph A Men Figures/Loops, Fresh/Soph A Team	19 A/B 21 A/B 28 A/B	13 23 A/B 32 A/B	14 A/B 16 A/B 30 A/B	15 A/B 16 A/B 30 A/B			JoAnn Foxtrot (92) Mirror Waltz (108) Fourteen Step (100 6/8)	Border Blues (88) California Swing (138) Delicado (100)
Sophomore A Women Figures/Loops, Sophomore A Solo	12 A/B 20 A/B 33 A/B	13 23 A/B 32 A/B	14 A/B 16 A/B 30 A/B	15 A/B 16 A/B 30 A/B	Fascination Foxtrot (92) Flirtation Waltz (108) Viva Cha Cha (100)	Border Blues (88) Willow Waltz (138) Barsalona Bossa Nova (104)		
Advanced Figures/Loops, Advanced Domestic Solo	29 A/B 32 A/B 44 A/B	20 A/B 33 A/B 36 A/B	16 A/B 31 A/B 38 A/B	17 A/B 31 A/B 38 A/B	Dench Blues Border (88) Keats Foxtrot (92) Paso Doble (100)	Argentine Tango Border (96) Continental Waltz (168) Men's Carroll Swing (100)		
Juv/Elem International Compulsory					Split Folk (100 2/4) Collegiate (92)		Split Folk (100 2/4) Collegiate (92)	
Fresh/Soph International Compulsory					Roller Samba (104) Tudor Waltz WS Version (138)		Roller Samba (104) Tudor Waltz WS Version (138)	

All C Events – Juvenile C, Elementary C, Fresh/Soph C, Adult C – Dance, Loops & Figures

Event Name	Figures		Loops		Solo Dance		Team Dance	
	Group 1	Group 2	Group 1	Group 2	Group 1	Group 2	Group 1	Group 2
Primary C	111 A 112 B	111 B 112 A	114 A/B 115 A/B	114 A/B 115 A/B	Glide Waltz (108) City Blues (88)	Glide Waltz (108) City Blues (88)	Glide Waltz (108) City Blues (88)	Glide Waltz (108) City Blues (88)
Juvenile C, Elementary C, Fresh/Soph C, & Adult C	1 2 B	1 B 112 B	114 A/B 130 A/B	115 A/B 130 A/B	City Blues (88) Double Cross Waltz (138)	Glide Waltz (108) Progressive Tango (100)	Glide Waltz (108) Progressive Tango (100)	City Blues (88) Double Cross Waltz (138)



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Adult Events – Dance, Loops & Figures

Event Name	Figures		Loops		Solo Dance		Team Dance	
	Group 1	Group 2	Group 1	Group 2	Group 1	Group 2	Group 1	Group 2
Bronze Division 1, 2, & 3 Figures/Dance, Bronze Loops	1 A/B 112 A/B	2 A/B 111 A/B	114 A/B 130 A/B	115 A/B 130 A/B	Double Cross Waltz (138) Swing Schottische (100)	Carlos Tango Modified (96) Denver Shuffle (100)	Carlos Tango Modified (96) Denver Shuffle (100)	Double Cross Waltz (138) Swing Schottische (100)
Silver Division 1, 2, & 3 Figures/Dance, Silver Loops	1 2A/B 5A/B	1A/B 2 5A/B	114 A/B 115 A/B 130 A/B	114 A/B 115 A/B 130 A/B	Luna Blues (88) Golden Skaters' Waltz (138) Tara Tango (100)	La Vista Cha Cha (100) Carey Foxtrot (92) Criss Cross March (100 6/8)	La Vista Cha Cha (100) Carey Foxtrot (92) Criss Cross March (100 6/8)	Luna Blues (88) Golden Skaters' Waltz (138) Tara Tango (100)
Gold Division 1 Figures/Dance, Gold Loops	8 A/B 11 A/B 27 A/B	3 A/B 9 A/B 26 A/B	114 A/B 130 A/B 138 A/B	115 A/B 130 A/B 138 A/B	Karen Lee Tango (100) California Swing (138) Casino March (100 6/8)	Joann Foxtrot (92) Mandi Lynn Tango (100) Viva Cha Cha (100)	Samba Caliente (100) Joann Foxtrot (92) Matador Doble (100)	California Swing (138) Southland Swing (88) Delicado (100)
Gold Division 2 & 3	2 5 A/B 105 A/B	1 5 A/B 105 A/B			City Samba (100) Century Blues (88) Mason March (100 6/8)	Werner Tango (96) Rock & Roll Waltz (155) Cha Cha Chiquita (100)	Werner Tango (96) Rock & Roll Waltz (155) Cha Cha Chiquita (100)	City Samba (100) Century Blues (88) Mason March (100 6/8)
Classic Gold	13 A/B 18 A/B 22 A/B	12 A/B 19 A/B 21 A/B	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Silhouette Foxtrot (100) Continental Waltz (168) Men's Harris Tango Dbl Pattern (100)	Barsalona Bossa Nova (104) Paso Doble (100) Ten Fox (100)	Carroll Swing (100) Paso Doble (100) Ten Fox (100)	Silhouette Foxtrot (100) Continental Waltz (168) Harris Tango Dbl Pattern (100)
Classic International					Canasta Tango WS Version (100) G-Reggae (84)		Canasta Tango WS Version (100) G-Reggae (84)	
Classic Gold International					Italian Foxtrot WS Version (96) Harris Tango Single Pattern (100)			
Original Compulsory Dance – Classic/Classic Gold	Tango, March, Cha Cha Max time: 2:30				Classic (forward Dances only) Classic Gold (forward/backward Dances)		Classic (forward Dances only) Classic Gold (forward/backward Dances)	

Youth and Elite World Skate Events – Dance & Figures

Event Name	Figures				Solo Dance	Team Dance
	Group 1	Group 2	Group 3	Group 4		
Tot					Compulsory Dance - Straight Waltz (120) Free Dance - 2:00 +/- 10	Compulsory Dance - Straight Waltz (120) Free Dance - 2:30 +/- 10
Mini					Compulsory Dances - Split Folk (100 2/4) & Canasta Tango (100) Free Dance - 2:30 +/- 10	Compulsory Dances - Split Folk (100 2/4) & Canasta Tango (100) Free Dance - 2:45 +/- 10
Espoir					Compulsory Dances - Tudor Waltz (138) & Werner Tango (100) Free Dance - 2:30 +/- 10	Compulsory Dances - Tudor Waltz (138) & Werner Tango (100) Free Dance - 3:00 +/- 10
Cadet	13 19 A/B 15 20 A/B	18 A/B 21 A/B 30 A/B 28 A/B	19 A/B 22 A/B 16 28 A/B	13 18 A/B 30 A/B 23 A/B	Style Dance - 3:00 +/- 10 Manhattan Blues (92) Modern Medley Free Dance - 3:30 +/- 10	Style Dance - 3:00 +/- 10 - Dench Blues Double Pattern (88) Swing Medley Free Dance - 3:30 +/- 10
Youth	20 A/B 33 A/B 16 36 A/B	21 A/B 32 A/B 17 29 A/B	22 A/B 33 A/B 17 36 A/B	23 A/B 32 A/B 30 A/B 29 A/B	Style Dance - 3:00 +/- 10 - Keats Foxtrot (96) Swing Medley Free Dance - 3:30 +/- 10	Style Dance - 3:00 +/- 10 - Harris Tango Single Pattern steps 1-18 (100) Rock Medley Free Dance - 3:30 +/- 10
Junior	42 A/B 38 A/B 36 A/B	43 A/B 31 A/B 40 A/B	44 A/B 38 A/B 40 A/B	45 A/B 31 A/B 37 A/B	Style Dance - 3:00 +/- 10 - Golden Samba - Solo steps 1-24 (104 2/4) Latin Medley Free Dance - 3:30 +/- 10	Style Dance - 3:00 +/- 10 - Castel March steps 19-37 (100) Folk Medley Free Dance - 3:50 +/- 10
Senior	46 A/B 39 A/B 47 A/B	48 A/B 38 A/B 49 A/B	50 A/B 39 A/B 51 A/B	52 A/B 38 A/B 53 A/B	Style Dance - 3:00 +/- 10 - Starlight Waltz steps 12-32 (162) Classical Medley Free Dance - 3:30 +/- 10	Style Dance - 3:00 +/- 10 - Midnight Blues steps 15-31 (88) Modern Medley Free Dance - 3:50 +/- 10



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Free Skating Events

Event Name	Time	Notes
Juv/Elem A	2:45 +/- 10	See 2026-2027 Domestic (A) Free Skating Rulebook Excerpt.
Juvenile B	2:15 +/- 10	
Elementary B	2:45 +/- 10	
Fresh/Soph A	3:00 +/- 10	
Freshman B	3:00 +/- 10	See pages 5 & 7 (below) for Requirements
Sophomore B	3:00 +/- 10	
Advanced	Max 3:30	
All C – Primary, Juv, Elem, F/S, Adult	Max 2:00	
Open Inline (17-)	Max 3:00	
Classic Inline	Max 3:00	
Classic	Max 3:00	
Event Name	Short	Long
Tot		2:30 +/- 10
Mini		2:45 +/- 10
Espoir	2:00 +/- 5	3:15 +/- 10
Cadet	2:30 +/- 5	3:30 +/- 10
Youth	2:30 +/- 5	4:00 +/- 10
Junior	2:45 +/- 5	4:00 +/- 10
Senior	2:45 +/- 5	4:00 +/- 10
Junior Inline	2:45 +/- 5	4:00 +/- 10
Senior Inline	2:45 +/- 5	4:00 +/- 10

Pairs Events

Event Name	Time	Notes
Juvenile	Max 2:30 +/-10	See pages 5 & 6 (below) for requirements
Elementary	Max 3:00 +/-10	
Fresh/Soph	Max 3:30 +/-10	
Event Name	Short	Long
Tot		2:00 +/- 10
Mini		2:30 +/- 10
Espoir	2:15 +/- 5	3:00 +/- 10
Cadet	2:30 +/- 5	3:45 +/- 10
Youth	2:30 +/- 5	4:00 +/- 10
Junior	3:00 +/- 5	4:30 +/- 10
Senior	3:00 +/- 5	4:30 +/- 10

Show Events

Creative Solo & Duet

Event Name	Time	Notes
Juv/Elem C Creative Solo (12-)	Max 2:15	See pages 8 & 9 (below) for requirements
Open C Creative Solo (13+)	Max 2:15	
Juvenile A Creative Solo	Max 2:15	
Elementary A Creative Solo	Max 2:15	
Open A Creative Solo (13+)	Max 2:15	
Open B Creative Solo (all ages)	Max 2:15	
Classic Creative Solo	Max 2:15	
Elementary Creative Duet	Max 2:15	
Open Creative Duet (13+)	Max 2:15	

Quartet

Event Name	Time
Elementary	Max 3:00
Open (13+)	Max 3:00
Junior	3:15 +/- 10
Senior	3:15 +/- 10

Show Groups

Event Name	Time
Open Show (all ages)	Max 4:00
Small Show (12+)	4:30 - 5:00 +/- 10
Large Show (12+)	4:30 - 5:00 +/- 10

Precision

Event Name	Time
Precision 1 (15 & under)	Max 4:00
Precision 2 (12 & up)	Max 4:00
Junior Precision	4:30 +/- 10
Senior Precision	4:45 +/- 10

See Rulebooks (USA Roller Sports & World Skate) for complete rules and requirements



2026-2027 USA ROLLER SPORTS REQUIREMENTS



Figure Descriptions	
1	- ROF-LOF Circle Eight
1 A/B	- OIF-OIF Change Eight
2	- RIF-LIF Circle
2 A/B	- IOF-IOF Change Eight
3 A/B	- OB-OB Circle Eight
4	- IB-IB Circle Eight
5 A/B	- OIF-IOF Serpentine
7 A/B	- OF-OF Three
8 A/B	- OF-IB Three
9 A/B	- IF-OB Three
10 A/B	- OF-OF Double Three
11 A/B	- IF-IF Double Three
12 A/B	- OB-OB Double Three
13 A/B	- IB-IB Double Three
18 A/B	- OF-IB Bracket
19 A/B	- IF-OB Bracket
20 A/B	- OF-OB Rocker
21 A/B	- IF-IB Rocker
22 A/B	- OF-OB Counter
23 A/B	- IF-IB Counter
26 A/B	- OIF-OIB Serpentine Three
27 A/B	- IOF-IOB Serpentine Three
28 A/B	- OIF-IOF Serpentine Double Three
29 A/B	- OIB-IOB Serpentine Double Three
32 A/B	- OIF-OIB Serpentine Bracket
33 A/B	- IOF-IOB Serpentine Bracket
36 A/B	- OF-IF Paragraph Double Three
37 A/B	- OB-IB Paragraph Dbl Three
40 A/B	- OF-IF Paragraph Bracket
42 A/B	- OF Counter Bracket IF Counter
43 A/B	- OF Rocker O Double Three
44 A/B	- IF Rocker I Dbl Three
45 A/B	- OB Counter OF Brkt LBI Counter
46 A/B	- OF Dbl 3 O Rocker and OB Dbl 3
47 A/B	- OF Brkt – IB Ctr – IF Brkt Paragraph
48 A/B	- OB Dbl 3 – OB Rocker OF Dbl 3
49 A/B	- OB Br – IF Ctr – IB Brkt Paragraph
50 A/B	- OF Dbl 3 O Ctr OB Dbl 3
51 A/B	- OF Br – IB Rocker – IF Brkt Paragraph
52 A/B	- OB Dbl 3 – OB Ctr – OF Dbl 3
53 A/B	- OB Br – IF Rocker – IB Brkt Paragraph
105 A/B	- OIOF-IOIF Double Change Serp.
111 A/B	- OF-OF Serpentine Eight
112 A/B	- IF-IF Serpentine Eight

Loop Descriptions	
14 A/B	- OF-OF Loops
15 A/B	- IF-IF Loops
16 A/B	- OB-OB Loops
17 A/B	- IB-IB Loops
30 A/B	- OIF-IOF Serpentine Loop
31 A/B	- OIB-IOB Serpentine Loop
38 A/B	- OF-IF Paragraph Loop
39 A/B	- OB-IB Paragraph Loop
114 A/B	- OF-OF Circle Loops
115 A/B	- IF-IF Circle Loops
116 A/B	- OB-OB Circle Loops
130 A/B	- OIF-IOF Serpentine Circle Loop
131 A/B	- OIB-IOB Serpentine Circle Loop
138 A/B	- OF-IF Paragraph Circle Loop

Youth Divisions	
Primary & Tot	ages 8 & under
Juvenile & Mini	ages 10 & under
Elementary & Espoir	ages 12 & under
Freshman & Cadet	ages 14 & under
Fresh/Soph	ages 13 & over
Sophomore & Youth	ages 15 & over *except Youth Figures*
Advanced	ages 13 & over
Juvenile/Elementary	ages 12 & under
* Use USARS Youth Rulebook for age determinations for all youth events except Cadet/Youth Figures (use World Skate Rulebook for age determination for Cadet/Youth figures)	

Adult Divisions – Figures, Solo, Team, Free Skating, Show	
Bronze Division 1	ages 18-44
Bronze Division 2	ages 45-64
Bronze Division 3	ages 65 & over
Silver Division 1	ages 18-44
Silver Division 2	ages 45-64
Silver Division 3	ages 65 & over
Gold Division 1	ages 18 & over
Gold Division 2	ages 18-54
Gold Division 3	ages 55 & over
Classic & Classic Gold	ages 18 & over
Classic International	ages 18 & over
Adult Divisions – Loops	
Bronze Division	ages 18 & over
Silver Division	ages 18 & over
Gold Division	ages 18 & over

Clarifications	
Championship Draw	
- The championship draw for all figure, team and solo dance events will be posted to the USARS website on April 1st. World Skate National figure draw will take place on the practice day at the National Championships. This can be adjusted by the ASC if needed. The requirements will be reversed from the Regional Championships to the National Championships. - If an event holds an elimination round and a final round, the “elimination listings” will be skated for the elimination round and “final listings” for final round. - If an event is skated as “final only” the “elimination listings” will be skated for the final round. - Adult dance draw will be opposite groups for Solo and Team Dance and will not skate the same dances at Regionals or Nationals.	
Solo Dance Requirements	
Solo dances will be skated with women’s steps when applicable unless otherwise noted as “men’s steps.”	



2026-2027 Domestic Free Skating Requirements

Division	Jumps	Spins	Footwork
Primary C Max 2:00	- Maximum of eight (8) jumps (including those used in combinations). - Maximum of one (1) jump combination, containing a maximum of three (3) jumps. - Each jump must not exceed one full rotation. - The allowed jump elements include: one- or two-foot ½ turn jumps, ½ toe loop, ½ flip, ½ lutz, waltz jump, single toe loop, and single salchow. - A bunny hop, when used in combination with other jumps, will be counted as a jump. - No single flip, lutz, loops, or euler (thoren) will be allowed - The same jump must not be repeated more than (3) three times.	- Maximum of two (2) spins allowed. - Only upright positions are allowed from the following edge options: two-foot spin, inner forward, or inner back. - One may be a combination/change spin with a maximum of two (2) positions (edges).	- One (1) straight-line footwork sequence must be included - Primary footwork (no turns), or secondary footwork (two-foot turns) only. - Options: Swings, cross rolls, chasses, mohawk turns, choctaw turns, can be executed forward and/or backwards. - Footwork should include body movements and balance maneuvers.
Juvenile C Elementary C Fresh/Soph C Adult C Max 2:00	- Maximum of eight (8) jumps (including jumps used in combinations), each not to exceed one (1) rotation. - Maximum of one (1) jump combination, containing a maximum of three (3) jumps (each of not more than a single rotation). - No repeated jumps unless used in the combination.	- Maximum of three (3) spins allowed. - One (1) may be a combination/change spin (no sit spins or camel spins). Only upright positions allowed. - No repeated spins unless used in the combination.	- One (1) straight-line footwork sequence must be included - Primary, secondary, or advanced footwork - Footwork should include body movements and balance maneuvers.
Juvenile B 2:15 +/- 10	- Maximum ten (10) jumps (including jumps used in combinations), consisting of 1-rotation jumps, waltz jump, and axle. - Maximum two (2) jump combinations – One with a maximum of four (4) jumps, and one with a maximum of two (2) jumps. - Must include a toe loop, either solo or in combination. - The same jump cannot be performed more than three (3) times.	- Maximum two (2) spins allowed. - One of them MUST be a combination spin, maximum four (4) positions (edges), and must include a sit spin. - If two (2) combination spins are presented, one should have a maximum of four (4) positions (edges), and the other one a maximum of three (3) positions (edges). - Camel, upright, and sit positions are allowed (no heel camel, broken ankle, or inverted).	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: cross in front, inside three turn, outside tree turn, open mohawk, traveling turns.
Juv/Elem A 2:45 +/- 10	- Maximum twelve (12) jumps (including jumps used in combinations). Within the twelve (12) jumps, axel, one-rotation, double toe loop, and double salchow jumps are allowed. - Maximum two (2) jump combinations – maximum four (4) jumps each. - It is mandatory to perform an Axel that can be presented also in combination. - It is mandatory to perform a toe loop element (single or double), solo or in combination. - Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination - The same one-rotation jump cannot be presented more than three (3) times.	- Maximum two (2) spin elements are allowed. - One of them MUST be a combination spin, maximum four (4) positions (edges), and must include a sit spin. - If two (2) combination spins are presented, one should have a maximum of four (4) positions (edges), and the other one a maximum of three (3) positions (edges). - All spins are permitted except heel camel, broken ankle, or inverted. - A Camel spin is mandatory on any edge (solo or in combination).	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) and no more than six (6) of the following turn elements: traveling turn, bracket, rocker, or counter. Turns can be different feet and different directions. Can include features of choctaws (both directions) and body movements (high, mid, and low).



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2026-2027 Domestic Free Skating Requirements

Division	Jumps	Spins	Footwork
Elementary B 2:45 +/- 10	- Maximum twelve (12) jumps (including jumps used in combinations). Within the twelve (12) jumps, waltz jump, one-rotation jumps, axel, double toe loop, and double salchow are allowed. - Maximum two (2) jump combinations – maximum four (4) jumps each. - Must include an axel or waltz jump, either solo or in combination. - Must include a toe loop (single or double), either solo or in combination. - Axel and doubles cannot be performed more than twice. If performed twice, one must be in combination. - The same one-rotation jump cannot be presented more than three (3) times.	- Maximum two (2) spins allowed. - One of them MUST be a combination spin, maximum four (4) positions (edges), and must include a sit spin. - If two (2) combination spins are presented, one should have a maximum of four (4) positions (edges), and the other one a maximum of three (3) positions (edges). - Camel, upright, and sit positions are allowed (no heel camel, broken ankle, or inverted).	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: three turn, mohawk, traveling turn, spiral, bracket, rocker, counter, and Choctaw.
Fresh/Soph A 3:00 +/- 10	- Maximum twelve (12) jumps (including jumps used in combinations). Within the twelve (12) jumps, axel, one-rotation, double toe loop, double salchow, double flip, and double lutz jumps are allowed. - Maximum two (2) jump combinations – maximum four (4) jumps each. - It is mandatory to perform an Axel, which may also be presented in combination. - It is mandatory to perform a toe loop element (single or double), solo or in combination. - Axel and double jumps cannot be presented more than twice. If presented twice, one must be in combination. - The same one-rotation jump cannot be presented more than three (3) times.	- Maximum two (2) spin elements are allowed. - One of them MUST be a combination spin, maximum four (4) positions (edges), and must include a sit spin. - If two (2) combination spins are presented, one should have a maximum of four (4) positions (edges), and the other one a maximum of three (3) positions (edges). - All spins are permitted except heel camel, broken ankle, or inverted. - A Camel spin is mandatory on any edge (solo or in combination).	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) and no more than six (6) of the following turn elements: traveling turn, bracket, rocker, or counter. Turns can be different feet and different directions. Can include features of choctaws (both directions) and body movements (high, mid, and low).
Freshman B Sophomore B 3:00 +/- 10	- Maximum twelve (12) jumps (including jumps used in combinations), consisting of 1 rotation jumps, axel, double toe loop, and double salchow. - Maximum two (2) jump combinations – maximum four (4) jumps each. - Must include an axel or waltz jump, either solo or in combination. - Must include a toe loop (single or double), either solo or in combination. - Axel and doubles cannot be performed more than twice. If performed twice, one must be in combination. - The same one-rotation jump cannot be presented more than three (3) times.	- Maximum two (2) spins allowed. - One of them MUST be a combination spin, maximum four (4) positions (edges), and must include a sit spin. - If two (2) combination spins are presented, one should have a maximum of four (4) positions (edges), and the other one a maximum of three (3) positions (edges). - All spins are permitted except heel camel, broken ankle, or inverted.	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: three turn, mohawk, traveling turn, spiral, bracket, rocker, counter, and Choctaw.



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Division	Jumps	Spins	Footwork
Advanced Max 3:30	- Maximum ten (10) jumps (including jumps used in combinations), consisting of one-rotation jumps, axel, double toe loop, and double salchow, double flip, double loop, and double lutz. - Maximum two (2) jump combinations – maximum four (4) jumps each. - Axel and doubles cannot be performed more than twice. If performed twice, one must be in combination. The same one-rotation jump cannot be performed more than three (3) times.	- Maximum two (2) spin elements are allowed. - One of them MUST be a combination spin, maximum four (4) positions (edges), and must include a sit spin. - If two (2) combination spins are presented, one should have a maximum of four (4) positions (edges), and the other one a maximum of three (3) positions (edges). - All spins are permitted. - A Camel spin is mandatory on any edge (solo or in combination).	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: three turn, mohawk, traveling turn, spiral, bracket, rocker, counter, and Choctaw.
Open Inline (17-) Max 3:00	- Maximum twelve (12) jumps (including jumps used in combinations), consisting of one-rotation jumps, axel, double toe loop, and double salchow, double flip, double loop, and double lutz. - Maximum two (2) jump combinations – maximum four (4) jumps each. - No repeated jumps permitted unless used in combination.	- Maximum of three (3) spins, in which two (2) may be a combination/change spin (may use camel or sit positions). - No repeated spins permitted unless used in combination.	- One (1) sequence of footwork must be included. - Required pattern for 2026-2027: long axis
Classic Inline (18+) Max 3:00	- Maximum twelve (12) jumps (including jumps used in combinations), consisting of one-rotation jumps, axel, double toe loop, and double salchow, double flip, double loop, and double lutz. - Maximum two (2) jump combinations – maximum four (4) jumps each. - No repeated jumps permitted unless used in combination.	- Maximum of three (3) spins, in which two (2) may be a combination/change spin (may use camel or sit positions). - No repeated spins permitted unless used in combination.	- One (1) sequence of footwork must be included. - Required pattern for 2026-2027: long axis
Classic Max 3:00	- Maximum twelve (12) jumps (including jumps used in combinations), consisting of one-rotation jumps, axel, double toe loop, and double salchow, double flip, double loop, and double lutz. - Maximum two (2) jump combinations – maximum four (4) jumps each. - No repeated jumps permitted unless used in combination.	- Maximum of three (3) spins, in which two (2) may be a combination/change spin (may use camel or sit positions). - No repeated spins permitted unless used in combination.	- One (1) sequence of footwork must be included. - Required pattern for 2026-2027: long axis



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2026-2027 Domestic Pairs Skating Requirements

Division	Jumps	Spins	Footwork
Juvenile Pairs 2:30 +/- 10	- Maximum one (1) side-by-side solo jump consisting of one-rotation jumps - Maximum one (1) jump combination – maximum three (3) jumps consisting of one-rotation jumps only. - NO LIFTS allowed (Low* or Overhead)	- Maximum one (1) side-by-side spin, or max two (2) position combo spins allowed, consisting of upright positions only. - Maximum one (1) contact spin of one (1) position consisting of upright only.	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: outside three turn, inside three turn, open mohawk, and traveling turn (clockwise and/or anti-clockwise).
Elementary Pairs 3:00 +/- 10	- Maximum two (2) side-by-side jumps solo (NOT in combination) consisting of one-rotation jumps, axel, double toe loop, and double salchow only. - Maximum two (2) throw jumps, one-rotation only, including axel. Must be different. - No overhead lifts allowed; only low lifts are allowed. - Maximum two (2) lifts are allowed. Each lift may consist of one (1) low lift* position only. Axel, flip, reverse flip, low press, & low Kennedy only.	- Maximum one (1) side-by-side spin, or max two (2) position combination spins allowed. Consisting of upright and sit only. - Maximum one (1) camel spiral. - Maximum one (1) contact spin of one (1) position consisting of upright, sit, or hazel only.	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: outside three turn, inside three turn, open mohawk, bracket, counter, rocker, and traveling turn (clockwise and/or anti-clockwise).
Fresh/Soph Pairs 3:30 +/- 10	- Maximum two (2) side-by-side jumps consisting of one-rotation jumps, axel, double toe loop, double salchow, double flip, double lutz only. (Double loop or double axel is not allowed). One (1) may be a combination with a maximum of three (3) jumps - Maximum two (2) throw jumps - Maximum two (2) rotations (doubles); they must be different. - Maximum two (2) lifts are allowed. One (1) may be in combination with a maximum of two (2) positions. Axel, flip, reversed flip, low press, & low Kennedy, airplane, press & Kennedy only.	- Maximum one (1) side-by-side solo spin, or two (2) position combinations allowed consisting of upright, sit, and camel only. - Maximum one (1) two (2) position contact spin consisting of upright, sit, camel, hazel, camel hazel, killian camel, tango, and catch at waist. Positions must be different - Maximum one (1) Death Spiral	- One (1) footwork sequence; pattern is free. - Should take no longer than thirty (30) seconds to complete. - Must include at least four (4) of the following elements: outside three turn, inside three turn, open mohawk, bracket, counter, rocker, and traveling turn (clockwise and/or anti-clockwise).

*Low Lift: The lifted partner's hips do not go above the lifting partner's head.



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2026-2027 Creative Solo & Creative Duet Show Requirements for A & B Divisions

Element	Description
Each season, THREE (3) elements from the below grid will be chosen for each creative solo and duet category:	
Balance Maneuver	- Skaters will choose two (2) or more positions to present one after the other. - Both positions must be clearly different and on one (1) foot. - Each position must be held three (3) or more seconds once the desired position is attained. - Maximum three (3) steps may be used in between each position. - No minimum number of steps between positions is required. - Skaters must change direction in some way (forward to backward and/or clockwise to anticlockwise direction of travel, or vice versa) from the first position to the second position. - For duet: Must maintain some form of contact throughout, and skaters may be in different positions.
Stationary Dancing Element	- This element is performed in place (dancing within an approximate three-foot radius). - Skaters should dance and move in place to the music for eight to twelve (8-12) seconds. - Skaters may sit, kneel, or lie on the floor during this element. - For duet: Can be in contact and/or not in contact throughout but must stay within the radius.
Footwork sequence	- Skaters will skate any steps of their choice on the selected baseline for the season. - Potential baselines include: - Diagonal - Long axis - Serpentine - V - For duet: Can be in contact or not in contact but must remain within twelve (12) feet of each other throughout.
Character Sequence	- This element must start from a stop or stop-and-go position. - Skaters must cover as much floor as possible while in character to the music/theme. Should take no longer than thirty (30) seconds to complete. - Skaters must include four (4) of the six (6) elements selected for the season. Elements are chosen from the skating elements listed below. - Leap (stag jump, split jump, butterfly, fly camel, etc.) - Spin (on toe stop or wheels) two (2) revolutions or more - Full revolution jump (does not have to be a standard freestyle jump) - Spread eagle OR spread-eagle variation (Ina Bauer, Hackenmond, etc.) - Spiral OR spiral variation (Biellmann, ring, invert, Charlotte, etc.) - Illusion - Forward to backward choctaw (closed or open) - Closed mohawk - Change edge - Cross front - Cross chasse - Skaters should use any linking steps, turns, etc., to connect the skating elements and cover as much floor as possible within the suggested time frame. - Skaters can perform more than four (4) skating elements but must perform at least four (4) from those chosen for the season. - For duet: skaters may be in contact or apart but must stay within twelve (12) feet of each other at all times, and while shadowing or mirroring is not required during the character sequence, each skater must include four (4) of the six (6) selected elements for the current season.
Travel Turn Sequence	- Four to eight (4-8) consecutive three-turns on one (1) foot followed by four to eight (4-8) consecutive three-turns on the other foot AND/OR in the other direction. - Maximum three (3) steps may be used in between each set of traveling turns. - No minimum number of steps in between sets required. - For duet: Must be shadowing or mirroring throughout and must be within twelve (12) feet of each other.



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2026-2027 Creative Solo & Creative Duet Show Requirements for A & B Divisions

Character Sequence	
Choose four (4) of the six (6) skating elements selected for the season:	
• Full revolution jump (does not have to be a standard freestyle jump) • Illusion • Spread eagle OR spread-eagle variation (Ina Bauer, Hackenmond, etc.) • Spiral OR spiral variation (Biellmann, ring, invert, charlotte, etc.) • Forward to backward closed mohawk • Cross front	
<i>All skating elements must be clear and prominent in order to be identified and to receive credit.</i>	

Limitations & Clarifications	
Skaters are limited to the following:	
• Maximum ONE (1) full rotation jump allowed (including any jump used in the required elements). • Maximum ONE (1) spin allowed (including any spin used in the required elements). In this context, a spin is defined as any attempt at a spotted spin (on toe stop or wheels) of two (2) revolutions or more on one foot or two feet. • Cartwheels and other acrobatic moves where hands touch the floor are allowed; however, they do not have a technical value but rather should be used to characterize the music. • Duet: Maximum ONE (1) dance lift of two (2) revolutions or less. A dance lift is described as: ○ The sustaining partner's hands may go above their own head as long as the hips of the lifted partner remain below the sustaining partner's head. ○ The lifted partner's hips may go above the sustaining partner's head as long as the sustaining partner's hands do not go above their own head.	

Program Length	See rule AR CD.700 in the C rulebook
Max 2:15	

Open B Creative Solo					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	NO	YES (V pattern)	NO	YES

Juvenile A Creative Solo					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	NO	YES (V pattern)	NO	YES

Elementary A Creative Solo					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	NO	YES (V pattern)	NO	YES

Open A Creative Solo					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	NO	YES (V pattern)	NO	YES

Classic Creative Solo					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	YES	YES (V pattern)	NO	NO

Elementary Duet					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	NO	NO	YES	YES

Open Duet					
Program Length	Balance Maneuver	Stationary Dancing Element	Footwork Sequence	Character Sequence	Travel Turn Sequence
Max 2:15	YES	NO	NO	YES	YES