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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

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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

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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

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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

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

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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

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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

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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