

2024-25 High School – Team Maneuvers

	Jumps	Spins	Edge or Skating Skills Sequence
<p>BEGINNER</p> <p>(Skaters may not have passed U.S. Figure Skating tests higher than pre-preliminary singles, pre-preliminary skating skills, or preliminary pattern dance)</p>	<ol style="list-style-type: none"> 1. ½ Flip jump 2. Bunny hop 3. Waltz jump/toe loop combination 	<ol style="list-style-type: none"> 1. Two-foot spin (min 3 revs) 2. Beginning back upright spin (min 3 revs) 3. Forward upright one-foot spin (min 3 revs) 	<ol style="list-style-type: none"> 1. One foot glide – right or left 2. Forward lunge – right or left 3. Choreographic step sequence – ½ ice length
<p>LOW</p> <p>(Skaters may not have passed higher than pre-bronze singles skate test)</p>	<ol style="list-style-type: none"> 1. Single flip jump 2. Waltz jump/Euler/salchow combination 3. 3 leap sequence (can consist of falling leaf, mazurka, ballet jump, side to hop, stag jump, split jump, Euler) 	<ol style="list-style-type: none"> 1. Forward upright spin (optional free foot position, min 3 revs) 2. Sit spin (variations allowed, min 3 revs) 3. Combination spin, at least one change of position. (no fly, no change of foot, min 6 revs total) 	<ol style="list-style-type: none"> 1. Waltz Eight (as performed for Pre-Preliminary Skating Skills) 2. Forward shoot the duck – right or left 3. Straight line choreographic step sequence – full ice*
<p>INTERMEDIATE</p> <p>(Skaters may not have passed higher than silver singles test)</p>	<ol style="list-style-type: none"> 1. Double jump 2. Jump sequence consisting of 2 or 3 jumps, with single axel as 2nd or 3rd jump (no triples) 3. Split jump 	<ol style="list-style-type: none"> 1. Layback spin (variations permitted, min 5 revs) 2. Flying spin (any position, no change of foot, variations permitted, min 5 revs) 3. Combination spin (at least 1 change of position, change of foot optional, may fly, min 5 revs) 	<ol style="list-style-type: none"> 1. Inside Slide Chasse Pattern (as performed for Pre-Silver Skating Skills) 2. Short edge element (NO change of position, NO change of edge, max 7 second hold, see Rule 8375 for acceptable elements) 3. Circular choreographic step sequence*

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<p>HIGH</p> <p>(no test restrictions)</p>	<ol style="list-style-type: none"> 1. Single or double Axel 2. Combination jump (double/double OR triple/double) 3. Double or triple flip or lutz immediately preceded by connecting steps 	<ol style="list-style-type: none"> 1. Flying Spin (variations permitted, NO change of foot, min 5 revs) 2. Camel spin w/ EITHER difficult entry OR difficult exit (NO fly, change of foot optional, variations permitted, min 5 revs) 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) 	<ol style="list-style-type: none"> 1. Sustained edge step (as performed for Gold Skating Skills) 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) 3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105) *
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**Step/choreographic sequences should be distinct from the step sequence elements found on skating skills test.*

General Event Parameters:

1. Team maneuver events consist of teams of at least 2 athletes (any mix of gender) from the same high school team with no one skater performing more than 5 of the total number of elements.

Note:

- *Teams must attempt all listed elements in each category. A total of 9 elements will be performed per team.*
 - *Each team will have 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.*
2. Each high school team may enter only one team in each competitive level (the only exception is for the Cyber Challenge where teams are able to enter more than one team at a given level).
 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. Beginner Team Maneuvers does not permit any U.S. Figure Skating tests, including but not limited to skating skills, singles, pattern dance (partnered or solo), free dance (partnered or solo), and pairs.
 5. Teams will have the option to use one retry, per element category per team. For example, High School Team A can re-skate one element from Jumps, one element from Spins, and/or one element from Step/Skating Skills Sequence.
 6. For the Cyber Challenge event, warm-up times may be omitted from filming.

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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 prior to the start of events.

- Each level (Beginner, Low, Intermediate, High) listed above will be held as its own event. 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 Beginner 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. Low Team will be completed in its entirety before Intermediate Team, etc.).
- The event will be judged on a team basis. Team Maneuvers will be judged using the 6.0 Judging System. For team maneuvers, judges will give one mark per team.
- Athletes will have a general warm-up of stroking-only for 1 minute at the beginning of the event. 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, following the general warm up.
- 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 Low 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 during warm-ups.
 - At the discretion of the event referee, element warm-ups may be combined for the given level. For example, warm-ups for all Beginner 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. One retry per element category per team is allowed. Retries must be signaled properly to the event referee by raising one arm into the air for a retry.
 - Retries must be requested immediately after the performed element.

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