

Level	Jump Elements	Spins	Step Sequences	Notes
Pre-Preliminary Singles Test 1:40 maximum	 Five Jump Elements, the minimum must include: One Waltz jump or single Axel* Four different jumps, two of which must be single jumps. The remaining two jumps may be half jumps (half Lutz or half flip), single jumps or one of each* Two jump combinations, or one jump combination and one jump sequence are permitted; limited to two jumps except that one of these may include three jumps. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. No jump should be included more than twice. No double jumps are permitted. 	 Two Spins Spins must be of a different character Min. 3 revs. One spin MUST be a spin in ONE position One spin MAY change positions Spins may change feet Spins may start with a flying entry Note, for this test only: A two-foot spin is of a different character than a one-foot spin and would meet the requirements for one of the spins on this test. A backward upright one-foot spin is considered of a different character than a forward upright one-foot spin, so both may be performed. If a skater performs a sit spin or a camel spin, the spin must be in a recognizable position but does NOT need to achieve a basic position as defined in rule 6103 (A). 	One Choreographic Sequence Consists of at least two different movements (spirals, spread eagles, etc.). Steps and turns may be used to link the movements together. The pattern is NOT restricted, but the sequence MUST be clearly visible. Listed elements (jumps and spins) are not permitted in the pChSq.	Candidates may choose to complete elements in a program (with or without music) or as isolated elements. See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements.
Standard and Skate United Preliminary Singles Test 2:10 maximum	Five Jump Elements, the minimum must include: One Waltz jump-or single Axel* Three different single jumps* One two-jump combination including two single jumps. Two jump combinations, or one jump combination and one jump sequence are permitted; limited to two jumps except that one of these may include three jumps. Jumps with two rotations (limited to Salchow, toe loop, and loop) are permitted and may count toward any of the minimum requirements. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. No jump should be included more than twice.	Two Spins Spins must be of a different character Min. 3 revs. One spin MUST be a spin in ONE position One spin MAY change positions Spins may change feet Spins may start with a flying entry If two one position spins are executed, they must be in different basic positions.	One Choreographic Sequence Consists of at least two different movements (spirals, spread eagles, etc.). Steps and turns may be used to link the movements together. The pattern is NOT restricted, but the sequence MUST be clearly visible. Listed elements (jumps and spins) are not permitted in the pChSq.	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements.



Level	Jump Elements	Spins	Step Sequences	Notes
Standard and Skate United Pre-Bronze Singles Test 2:10 maximum	 Five Jump Elements, the minimum must Include: One Waltz jump-or single Axel* Three different single jumps (selected from the loop, flip, Lutz, or Axel). One two-jump combination including two single jumps. Two jump combinations, or one jump combination and one jump sequence are permitted; limited to two jumps except that one of these may include three jumps. Jumps with two rotations (except the double Axel) are permitted and may count toward any of the minimum requirements. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. No jump should be included more than twice. 	Two Spins One spin combination, with or without change of foot** O Min. 6 revs. One spin with only one position** No change of foot Min. 4 revs. **Both spins may start with a flying entry.	One Choreographic Sequence Consists of at least two different movements (spirals, spread eagles, etc.). Steps and turns may be used to link the movements together. The pattern is NOT restricted, but the sequence MUST be clearly visible. Listed elements (iumps and spins) are not permitted in the pChSq.	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements.
Standard and Skate United Bronze Singles Test 2:40 maximum	Five Jump Elements, the minimum must include: One single Axel*. Three different single jumps*. One two-jump combination including two single jumps. Two jump combinations, or one jump combination and one jump sequence are permitted; limited to two jumps except that one of these may include three jumps. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. Jumps with two rotations are permitted and may count toward any of the minimum requirements. One triple jump is permitted. It may be performed as a solo jump or in one of the jump combinations or sequences, and it fulfills the requirement of a single or double jump. No jump should be included more than twice.	Two Spins One spin combination; with or without change of foot** Min. 8 revs. Min. 2 revs. in at least 2 different positions One spin with only one position; no change of foot** Min. 5 revs. **Both spins may start with a flying entry.	One Step Sequence • Must fully utilize the ice surface	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements. An IJS Protocol may be used for test credit. Refer to Technical Notification 303 for scores.



Level	Jump Elements	Spins	Step Sequences	Notes
Standard and Skate United Pre-Silver Singles Test 3:10 maximum and Adult Intermediate Singles Test 3:10 maximum	Six Jump Elements, the minimum must include: One single Axel*. One double jump*. One two-jump combination including at least one double jump. Three additional single-jump elements which may be the same as jumps already performed* Three jump combinations or two jump combinations and one jump sequence are permitted. They are limited to two jumps except that one of these may include three jumps. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. Jumps with a higher number of rotations are permitted and may count toward any of the minimum requirements. No jump should be included more than twice.	Two Spins One spin combination; with or without change of foot; may fly** Min. 8 revs. Min. 2 revs. in each position One spin with only one position; may change feet, may fly** Min. 5 revs. ** One of the two spins MUST have a flying entry.	One Step Sequence • Must fully utilize the ice surface	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements. An IJS Protocol may be used for test credit. Refer to Technical Notification 303 for scores.
Standard and Skate United Silver Singles Test 3:40 maximum and Adult Novice Singles Test 3:10 maximum	 Seven Jump Elements, the minimum must include: One single Axel* Three different double jumps* One two-jump combination including two jumps with at least two rotations. Two additional single-jump elements which may be the same as the jumps already performed* Three jump combinations or two jump combinations and one jump sequence are permitted. They are limited to two jumps except that one of these may include three jumps. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. Jumps with a higher number of rotations are permitted and may count toward any of the minimum requirements. No jump should be included more than twice. 	Three Spins One spin combination; with or without change of foot. Min. 10 revs. Min. 2 revs. in each position One flying spin with no change of foot or position Min. 6 revs. Third spin is option of skater. Min. 6 revs. if one-position spin Min. 10 revs. in combination All spins may start with a flying entry. Spins must be of a different character. (To be of a different character, spins must have different IJS codes – i.e. CoSp, FSSp and CCoSp.)	One Choreographic Sequence Must be clearly visible. OR One Step Sequence Must fully utilize the ice surface.	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements. An IJS Protocol may be used for test credit. Refer to Technical Notification 303 for scores.



Level	Jump Elements	Spins	Step Sequences	Notes
Standard and Skate United Pre-Gold Singles Test 3:40 maximum and Adult Junior Singles Test 3:40 maximum	 Seven Jump Elements, the minimum must include: One single Axel* Four different double, one of which must be a double flip, double Lutz, or double Axel.* One two-jump combination including two jumps with at least two rotations. One additional single-jump element which may be the same as the jumps already performed* Three jump combinations or two jump combinations and one jump sequence are permitted. They are limited to two jumps except that one of these may include three jumps. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. Jumps with a higher number of rotations are permitted and may count toward any of the minimum requirements. No jump should be included more than twice. 	Three Spins One spin combination; with or without change of foot. Min. 10 revs. All 3 basic positions with min 2 revs in each position One spin with a flying entry Min. 6 revs. One spin with only 1 position Min. 6 revs. All spins may change feet and start with a flying entry. Spins must be of a different character. (To be of a different character, spins must have different IJS codes - i.e. CoSp, FSSp and CCoSp.)	One Choreographic Sequence Must be clearly visible	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements. An IJS Protocol may be used for test credit. Refer to Technical Notification 303 for scores.
Standard and Skate United Gold Singles Test 4:10 maximum and Adult Senior Singles Test 3:40 maximum	 Seven Jump Elements, the minimum must include: One single Axel* Four different double, one of which must be a double flip, double Lutz, or double Axel.* Two, two-jump combinations, each including two jumps with at least two rotations. Three jump combinations or two jump combinations and one jump sequence are permitted. They are limited to two jumps except that one of these may include three jumps. *May be performed as solo jumps, or as part of the permitted jump combinations and jump sequences. No jump element may count for more than one of the jump requirements. Jumps with a higher number of rotations are permitted and may count toward any of the minimum requirements. No jump should be included more than twice. 	Three Spins One spin combination; with or without change of foot. Min. 10 revs. All 3 basic positions with min 2 revs in each position One spin with a flying entry Min. 6 revs. One spin with only 1 position Min. 6 revs. All spins may change feet and start with a flying entry. Spins must be of a different character. (To be of a different character, spins must have different IJS codes – i.e. CoSp, FSSp and CCoSp.)	Two Sequences One Step Sequence Must fully utilize the ice surface. AND One Choreographic Sequence Must be clearly visible	See rule section 6100 for definitions and descriptions of elements. Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements. An IJS Protocol may be used for test credit. Refer to Technical Notification 303 for scores.



This chart reflects the rules currently in place for the 2023-24 season. Underlined changes are in effect for tests taken on or after March 5, 2024.

NOTES:

- For adult pre-bronze through adult gold singles test requirements, please see rules 6531 (adult gold), 6541 (adult silver), 6551 (adult bronze) and 6561 (adult pre-bronze).
- For adaptive skating pre-bronze through gold singles test requirements, please see rules 6321 (pre-bronze), 6322 (bronze), 6323 (silver) and 6324 (gold).
- For tests taken using competition protocols, standard program lengths with respect to minimum times will apply.
- Candidates must do the minimum and may choose to execute higher jumps if they remain within the well-balanced program requirements.

