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2009-2010 MICHIGAN HIGH SCHOOL FIGURE SKATING TEAM COMPETITION SERIES
Team Events - Changes for this year

Level A

Spins	Jumps	Moves
No Restrictions	No Restrictions	No Restrictions
1) Comp 1 - Solo Sit (min 6 revs in pos) Comp 2 - Bielman or Upright - No Layback (min 6 revs in position) Comp 3 - Camel (min 6 revs in position)	1) Comp 1 - Solo Double Flip or Toe-Loop Comp 2 - Solo Double Loop or Salchow Comp 3 - Solo Double Lutz or Toe-Loop	1) Spiral Sequence – Serpentine or Circular . See US Figure Skating rulebook for description of spirals which may be included.
2) Layback or Cross foot Spin (minimum 6 revolutions in position)	2) Comp 1 & 2 - Single Axel Comp 3 – Single or Double Axel	2) Footwork Sequence – straight line, circular or serpentine , using full ice surface (including full range of steps, turns and edges).
3) Flying Spin - May include change of position (minimum 6 revs in position)	3) Combination Jump – Double/Double or Triple/Double Jump	3) Spiral, Ina Bauer or Spread Eagle
4) Combination Spin – Must include 3 positions and at least 1 change of foot (minimum 5 revolutions per foot)	4) Split Jump Sequence (3-4 jumps - Positions optional)	4) Back Rocker/Choctaw Sequence (Novice pattern 4) or Power Pulls (Senior pattern 3 or 4 - both sides)

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Level B

Spins	Jumps	Moves
Must not have passed Intermediate Freestyle	Must not have passed Intermediate Freestyle	Must not have passed Novice Moves
1) Comp 1 - Camel (minimum 3 revs) Comp 2 - Layback or Upright (min 4 revs) Comp 3 - Sit (minimum 4 revolutions)	1) Comp 1 - Solo Single Flip or Salchow Comp 2 - Solo Single Lutz or ToeLoop Comp 3 – Solo Single jump or Dbl Salchow	1) Ina Bauer, Back Spiral or Spread Eagle (one position only, may change edge; may not change feet or combine above).
2) Forward Scratch Spin (minimum 4 revolutions)	2) Single Loop or Axel	2) Footwork Sequence – Circle or Straight Line - NO Serpentine (includes 3 turns and Mohawks)
3) Back Spin – Position optional (minimum 4 revolutions)	3) Combination Jump – Single/Single or Double/Single Jump	3) Forward Spiral Á
4) Combination Spin - 1 change of foot (minimum 3 revolutions per foot)	4) Split or Stag Jump	4) 5-step Mohawk Sequence (PreJuv pattern 6 - 1 side) or 5) Slide Chasse pattern (Intermediate pattern 6)

Level C

Must Not have Passed Pre-Juvenile Moves or Preliminary Freestyle

SPINS	JUMPS	MOVES
1) 2 Foot Spin (minimum 4 revolutions)	1) ½ Jump	1) Forward Spiral
2) Forward Upright Spin (min 4 revs)	2) Single Toe-Loop or Salchow	2) *Footwork Sequence – ½ ice Straight Line only
3) Sit Spin (minimum 2 revs in position)	3) Combination Jump - Single/Single (no Axel, waltz jump ok)	3) *Back Crossovers in Figure Eight Pattern

***order change only**

Clarification Notes:

Solo spins may have back entries, unless specified. Solo spins may use variations, but the variation must be in a basic position, not an intermediate position to count. Combination spins may have back or flying entries.

Skaters may change levels during the year if needed. C skater's may skate up but may not split the elements between the B & C levels, as is allowed between A & B.