

Championship Free Skate

GENERAL EVENT PARAMETERS:

- Skaters will skate to the music of their choice.
- Skaters may not enter both a Championship free skate event and an Excel free skate event at the same competition.
- Skaters may not have competed in a singles event at a National Qualifying Series competition or the Excel Series at a higher level. Skaters may compete up to one level above their highest singles test passed.
- Skaters with physical disabilities may register for standard track or Skate United track events.

2026-27 CHAMPIONSHIP PRE-PRELIMINARY — 1:40 MAX

JUMPS	SPINS	SEQUENCES
Maximum 5 jump elements: • All single jumps allowed, including the single Axel • Only single jumps allowed. • Jumps may be repeated once (but not more) as solo jumps or as part of a jump combination or jump sequence. • Max 2 jump combinations, or 1 jump combination and 1 jump sequence • 1 jump combination or 1 jump sequence may consist of up to 3 jumps, the other may have 2 jumps • In pre-preliminary, a waltz jump counts as the Axel-type jump as defined in a jump sequence. Somerault type jumps are not permitted	Maximum 2 spins – Max Level 1: Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may NOT start with a flying entry • One spin MUST be a spin in ONE position* • One spin may MAY change positions <i>If two one-position spins are performed, they must be executed in different basic positions.</i>	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, 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.

*Denotes required element

2026-27 CHAMPIONSHIP PRELIMINARY — 2:00 +/- 10 SECONDS

JUMPS	SPINS	SEQUENCES
Maximum 5 jump elements: • 1 must be an Axel-type jump or a waltz jump* • All single jumps allowed, including the single Axel. Only two different double jumps may be attempted (limited to double Salchow, double toe loop, and double loop) • No double flip, double Lutz, double Axel, triple, or quadruple jumps allowed • A single Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump combination or jump sequence . • Max 2 jump combinations, or 1 jump combination and 1 jump sequence • 1 jump combination or 1 jump sequence may consist of up to 3 jumps, the other may have 2 jumps. • In preliminary, a waltz jump counts as the Axel-type jump as defined in a jump sequence. Somerault type jumps are not permitted	Maximum 2 spins – Max Level 2: Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may NOT start with a flying entry • One spin MUST be a spin in ONE position* • One spin MAY change positions <i>If two one-position spins are performed, they must be executed in different basic positions.</i>	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, 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.

*Denotes required element