

Level 1 2025-26 Score Sheet

Age Group_____

Judge_____

Scoring Values:

Zero for not doing item, falling on item and items skated out of order

1 for very poor execution, Doing the item incorrectly, (wrong steps in footwork, Under Rotation in jump, only 1 rotation on spin, stepping forward on toeloop takeoff)

2 for item almost correctly done with Poor Execution (only 2 rotations on spin)

3 for item done correctly with fair execution

4 for item done correctly with good execution

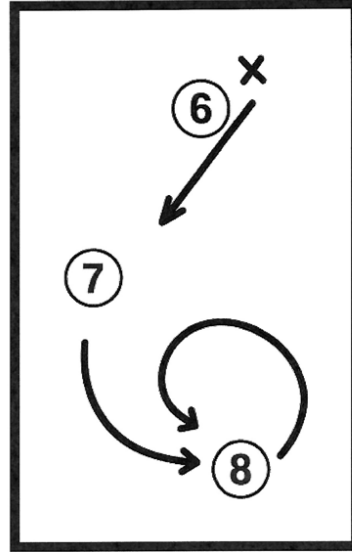
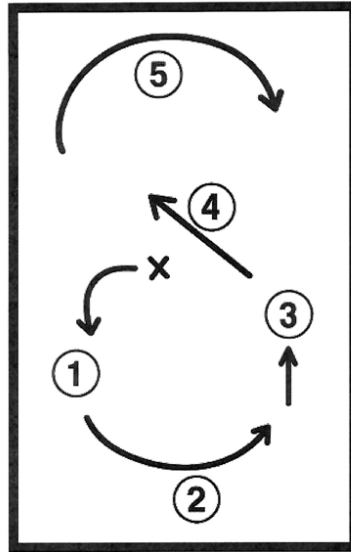
Routines must be skated in listed order.

Zero credit for items skated out of order.

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Level 1 Routine

Time Limit - Max 1:30



Routines must be skated in listed order.
Zero credit for items skated out of order.

1. Waltz Jump
2. CCW Forward Crosses (5x)
3. 1/2 Toeloop
4. Flexible Position (Scorpion, Beillman, Split, Charlotte)
5. CW Forward Crosses (5x)
6. Backward Arabesque
7. 1B Upright - Standing Still 2 rotations
8. Footwork - RIF Mohawk-LIB Mohawk, ROB-LOF, Bunny Hop (Repeat 2x)

Pattern Note: The above pattern is drawn for right handed skaters. A left handed skater may have to adjust this pattern slightly because they spin and jump in the opposite direction. All content must still be skated in the same order as listed with only minimal adjustments to accomplish entries into their reverse direction jumps and spins.

Bunny Hop (Repeat 2x)



Scorpion



Beillman



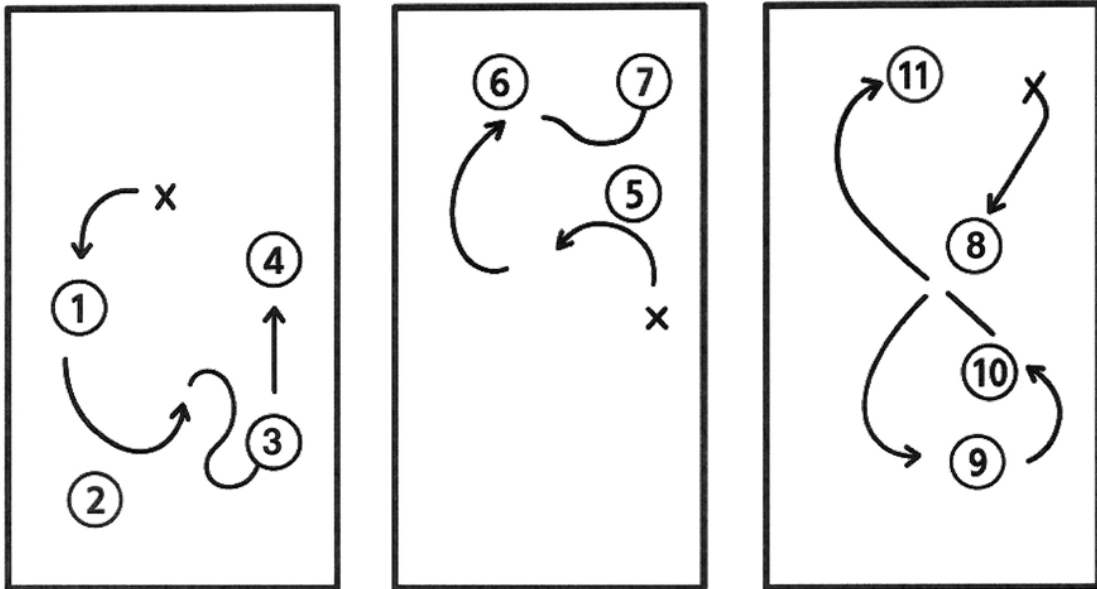
Split



Charlotte

Level 2 Routine

Time Limit - Max 2:00



1. Waltz Toeloop
2. CCW Backward Crosses (5x)
3. IB/IF Upright - S Entrance - 2 Rotations
4. Toeloop
5. Spread Eagle
6. CW Backward Crosses (5x)
7. IB Upright - S Entrance - 3 Rotations
8. Salchow
9. RIF Mohawk-LIB Mohawk, ROB-LOF Mohawk, Bunny Hop, 3 Turn
10. Arabesque to Shoot the Duck/Tuck
11. LIF Mohawk-RIB Mohawk, LOB-ROF Mohawk, Bunny Hop, ROF-RIB 3 Turn

Routines must be skated in listed order.
Zero credit for items skated out of order.

Pattern Note: The above pattern is drawn for right handed skaters. A left handed skater may have to adjust this pattern slightly because they spin and jump in the opposite direction. All content must still be skated in the same order as listed with only minimal adjustments to accomplish entries into their reverse direction jumps and spins.