

Artistic Roller Skating – Special Regulations & Sports Rules 2002 Edition - CIPA

SR 3.56 Contents Listing

3.56.01 SPINS

CLASS A

1. Lay-over Camel (any edge)
2. Camel-Jump-Change-Camel
3. Sit-Jump-Change-Sit
4. Camel-Sit-Camel (combination)
5. Jump Camel
6. Jump Sit
7. Inverted Camel (any edge)
8. Heel Camel Spin (forward or backward)
9. Broken Ankle Spin (forward or backward)

CLASS B

1. OB Camel (arabesque)
2. IB Camel (arabesque)
3. IF Sit Spin
4. OB Sit Spin
5. Camel-Change-Camel
6. Jump Spin (into any Class B spin, must land on edge)
7. Combination Sit Spin (any edge)

CLASS C

1. IB Sit (Haines)
2. OF Sit Spin
3. Toe-Stop Sit Spin
4. Crossed-Foot Spin
5. OF Camel
6. Upright Combination
7. Jump or Change Spin

CLASS D

1. IF Upright
2. IB Upright
3. OF Upright
4. OB Upright
5. Toe-Stop Upright

CLASS E

1. Heel and Toe
2. Two Toe
3. Two Heel
4. Fake Crossed-Foot
5. Fake Crossed-Toe

8. Loop (IF or OF)
9. Split Mapes
10. Split Toe Walley

CLASS D

1. Euler (Half Loop)
2. Split or Stag Waltz
3. Walley
4. Lutz
5. Pat Lowe
6. 1 1/2 Mapes
7. 1 1/2 Toe Walley
8. Combination Jump (3 jumps including 1 full-turn jump)

CLASS E

1. Salchow
2. Mapes or Toe Walley
3. Waltz Jump
4. Flip
5. Stag
6. Split (1/2 Rev.)
7. Mazurka (1/2 Rev.)
8. Loop Jump (OB or IB)

CLASS F

1. Bunny Hop
2. Split
3. Stag Leap
4. Half Flip
5. Half Lutz
6. Half Mapes

Flying turns (3's), Brackets, Rockers, Counters, Mohawk, Choctaw are not to be considered as recognized jumps.

3.56.02

JUMPS

CLASS A

1. Triple Mapes
2. Triple Toe Walley
3. Triple Salchow
4. Triple Flip
5. Triple Loop
6. Triple Lutz
7. Triple Axel Paulsen
8. Triple **Boeckl**

CLASS B

1. Double Mapes
2. Double Toe Walley
3. Double Salchow
4. Double Flip
5. Double Loop
6. Double Lutz
7. Double Axel Paulsen
8. Double Boeckl
9. Split Flip
10. Split Lutz

CLASS C

1. 1 1/2 Flip
2. 1 1/2 Lutz
3. Wilson
4. Lutz without toe
5. Boeckl
6. Axel Paulsen
7. Colledge

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