



Robert Unger  
Team Competition

# The 56th Annual Robert Unger ISI Team Competition

May 1-3, 2026

Solo Compulsories, Stroking, Jump & Spin, and Figures

## Solo Compulsories *(Revised 1/7/2026)*

There should be only one attempt per maneuver.

*Please note: Solo compulsories do not need to be skated in the order listed. In addition, there is no penalty for the quantity of swizzles, wiggles, or crossovers performed in the Pre-Alpha through Beta levels. Only the quality of these maneuvers is judged.*

### Pre-Alpha

1. Forward Swizzles
2. Backward Swizzles
3. Right One-Foot Glide

### Alpha

1. Forward Stroking
2. Snowplow Stop
3. Forward Crossovers (Left Over Right)

### Beta

1. Left T-Stop
2. Backward Crossovers (Left Over Right)
3. Backward Stroking

### Gamma

1. Hockey Stop
2. Right Forward Outside 3-Turn
3. LFI Mohawk Combination

### Delta

1. Forward Edges (2 Outside & 2 Inside)
2. Left Forward Inside 3-Turn
3. Lunge or Shoot-the-duck

### FS 1 (1/2 ice)

1. Forward Arabesque
2. Waltz Jump
3. Two Foot Spin

### FS 2 (1/2 ice)

1. Waltz-TT-Half Flip Combo
2. One-Foot Spin
3. Dance Step Sequence

### FS 3 (1/2 ice)

1. Salchow Jump
2. Backward Pivot
3. Change-Foot Spin

### FS 4 (full ice)

1. Flip Jump
2. Sit Spin
3. Dance Step Sequence

### FS 5 (full ice)

1. Axel Jump
2. Camel Sit Spin
3. Dance Step Sequence

### FS 6 (full ice)

1. Split Jump
2. Double Salchow Jump
3. Cross-Foot, Layback, or Sit-Change-Sit Spin (Choose One)

### FS 7 (full ice)

1. Double Toe Loop Jump
2. Walley Jump Sequence
3. Flying Combination Spin with Change/Foot & Position

### FS 8 (full ice)

1. Double Loop Jump
2. Split Lutz Jump
3. Camel-Jump-Camel Spin

### FS 9 (full ice)

1. Opposite Spin
2. Double Lutz Jump
3. Dance Step Sequence

### FS 10 (full ice)

1. Death Drop
2. Three Arabian Cartwheels or Butterfly Jumps in a Row
3. Double Axel/Double Toe Loop Jump Combination

## FIGURES

Skaters will choose one figure with turns to perform for competition.

## STROKING

### **Stroking: Alpha through Delta**

Forward, both directions, until told to stop; **Strokes and crossovers are judged.** (All in same event will go together; wear wristbands.)

### **Stroking: Freestyle 1-3**

Forward at least one direction, and backward at least one direction - no pattern; just turn or change directions when told. Strokes and crossovers/cutbacks are judged. (All in same event will go together and wear wristbands.)

### **Stroking: Freestyle 4 and up**

Forward and backward in a figure eight pattern: One figure eight forward, turn backward in center, one figure eight backward, then stop. Strokes and crossovers/cutbacks are judged; (Will go one at a time; no wristbands.)

## JUMP & SPIN

Skaters enter the ice as a team. The first skater performs their choice of a required maneuver two times, followed by the second skater performing their choice of a required maneuver two times, etc. Only the best attempt of each required element will be judged. Only the technical accuracy of the required jump is judged; difficulty of the chosen element is not considered.

### **2-Person Jump & Spin:**

<i>Low (Pre-Alpha -- Delta)</i>	2-Foot Hop or Bunny Hop 2-Foot Spin
<i>Bronze (Freestyle 1-3)</i>	1/2 Flip or Toe Loop 2-Foot or 1-Foot Spin
<i>Silver (Freestyle 4-5)</i>	Half Loop or Axel Sit Spin or Back Scratch Spin
<i>Gold (Freestyle 6-7)</i>	Double Salchow or Double Toe Loop Layback or Flying Camel
<i>Platinum (Freestyle 8-10)</i>	Double Loop or Double Lutz Flying Sit or Camel-Jump-Camel

### **4-Person Jump & Spin Team:**

<i>Low (Pre-Alpha -- Delta)</i>	2-Foot Hop or Bunny Hop; Waltz Jump; 2-Foot Spin; Pivot
<i>Medium (Freestyle 1-3)</i>	1/2 Flip or Toe Loop; Waltz Jump or Salchow; 2-Foot or 1-Foot Spin; Pivot (Forward or Backward)
<i>Intermediate (Freestyle 4-5)</i>	Half Loop or Axel; Flip or Lutz Jump; Sit Spin; Back Scratch Spin or Camel Spin
<i>High (Freestyle 6-10)</i>	Dbl Salchow or Dbl Toe Loop; Split or Opposite Jump; Layback or Flying Camel; Flying Sit Spin or Flying Back Sit (Open Axel Sit) Spin