



Seashore Classic Basic Skills Competition Sponsored by  
Cape Cod Skating Club USFS Basic Skills Approved #27819

Saturday- July 14, 2018 from 1:00 - 4:30

Annual Basic Skills Competition at  
The Hyannis Youth and Community Center

The purpose of this competition is to promote a fun experience for our beginning competitive skaters. THE ENTRY FEE WILL INCLUDE ALL MEDALS!

**ELIGIBILITY:** The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club. Eligibility will be based on skill level as of closing date of entries. All SNOWPLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 6 must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including MIF or Individual Dances. Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

See the individual event descriptions for information on maximum permitted test levels for each event.

**ENTRIES AND FEES:** All entries must be postmarked no later than Friday- July 6, 2018. Applications must be mailed to Cape Cod Skating Club PO Box 595, West Barnstable MA 02668 Attn: SEASHORE Please be considerate of the deadline. This is to allow time to put the schedule together or change the ice reservation if we need to. Applications that are not filled out completely and/or not signed will be returned for resubmission. Any application received after the deadline will be subject to a \$15 late fee and the application will not be accepted until the late fee is received. There is a \$25 returned check fee. Please make all checks payable to Cape Cod Skating Club. ACCEPTANCE: Only completed and signed applications, with correct payment, will be considered.

**REFUNDS:** Applications withdrawn, in writing, prior to the deadline, will receive a refund or if the event is canceled. NO refunds will be issued after the deadline. Exceptions: Injury/illness, confirmed by a doctor's note, or a death of an immediate family member.

**SCHEDULE:** Information on groups/skating times will be posted on the Cape Cod Skating Club website [www.capecodskatingclub.com](http://www.capecodskatingclub.com). If possible, CSSC will email schedule to skaters.

**MUSIC:** The music for all free skating programs and showcase must be provided on CD's by the skater. CD's should be clearly marked with the name of the skater, event entered and length of music (not skating time). Competition music is to be turned in at the time of registration. Time duration is always +/- 10 seconds. The music for all programs must be provided with a backup CD. Please have your music clearly marked with your name, event entered and length of music. Each disc must have only one track on it. Competition music must be turned in at the time of registration. CD-RW will not be accepted please make sure your disc is a CD-R.

**PRACTICE ICE:** - Practice ice will be available on Saturday, July 14th from 10:30-11:30 and from 11:40-12:40. Sign in and pay \$10.00 at the HYCC rental booth. A maximum of 23 will be allowed on the ice during any one session. Sign up is based on a first come first served basis. Payment can be made to the facility – HYCC/Town of Barnstable.

**FACILITY INFORMATION:** The Hyannis Youth and Community Center has two ice surfaces that measure 200x85 feet with rounded edges.

**DIRECTIONS:** From Boston: Rt 3 south towards Cape Cod continue onto mid cape hwy (US 6) take exit 6 onto Rt 132 towards Hyannis/ W. Yarmouth bear right on Bearses Way continue on Bassett Lane the rink will be on your right.

From 495: Travel south and continue on Rt 25 E follow Bourne Bridge to the Bourne Rotary take the 3rd exit onto Sandwich Rd (Rt 6a E) turn right on to the ramp for the mid cape hwy (US 6) take exit 6 onto Rt 132 towards Hyannis/ W. Yarmouth bear right on Bearses Way continue on Bassett Lane the rink will be on your right.

From Orleans: Mid Cape Hwy (US 6) towards Hyannis/Boston take exit 7 Willow St/Yarmouth port/W. Yarmouth onto Willow St towards Hyannis/Falmouth continue on Yarmouth Rd and bear right onto Yarmouth Rd follow and turn right onto Main St. Follow Main St. and take a right onto High School Rd Ext. turn left onto Stevens St. then turn right onto Bassett the rink will be on your left.

From Rhode Island: I-95 N take exit 19 East Providence/Cape Cod onto I 195 E take exit 22 Cape Cod onto Rt 25 E continue on Rt 28 at the Bourne Rotary take the 3rd exit Sandwich Rd (Rt 6A E) turn right on to the ramp for the mid cape hwy (US 6) take exit 6 onto Rt 132 towards Hyannis/ W. Yarmouth bear right on Bearses Way continue on Bassett Lane the rink will be on your right.

**Seashore Classic Basic Skills Competition Sponsored by the Cape Cod Skating Club**

**USFS Basic Skills Approved #27819**

**COMPETITION DATE: July 14, 2018 DEADLINE: Friday- July 6, 2018 Please mail applications and payment to: Cape Cod Skating Club PO Box 596, West Barnstable, MA 02668**

<b>This form must be filled out completely and signed to be considered or it will be returned to you. Please Print Clearly</b>		
Skate's Name:	Birth Date:	Sex:
Address:	City:	
State:	Zip:	Phone: ( )
Email:	Club/Rink:	
USFS #:	(All tests verified by the skater's coach only) Highest Basic Skills Level Passed:	
USFS #: Highest US Figure Skating Test Passed MITF:		
Highest US Figure Skating Test Passed: Free Skate (no higher than PRE)		
Coach's Name:	Coach's Phone #:	

**Please check the event (s) you are entering: Basic Elements Events (WITH NO MUSIC):**

**Basic Elements:**

- Snowplow Sam
  - Basic 1
  - Basic 2
  - Basic 3
  - Basic 4
  - Basic 5  Basic 6
- Test

**Free Skate Compulsory:**

- Pre-Free Skate
- Free Skate 1
- Free Skate 3
- Free Skate 3
- Free Skate 4
- Free Skate 5  Free Skate 6

**Introductory Levels Compulsory:**

- Beginner Compulsory
- High Beginner Compulsory

**Compulsory Moves:**

- Pre-Preliminary  Preliminary  No

**Program Event (WITH MUSIC):**

**Basic Program:**

- Snowplow Sam
  - Basic 1
- Test

- Basic 2
- Basic 3
- Basic 4
- Basic 5  Basic 6

**Freeskate:**

- Pre-Free Skate
- Free Skate 1
- Free Skate 2
- Free Skate 3
- Free Skate 4
- Free Skate 5  Free Skate 6

**Introductory Level:**

- Beginner
- High Beginner

**Well Balanced Program:**

- Pre-Preliminary Free Skate
- Preliminary Free Skate  No

**Test Track Freeskate:**

- Pre-Preliminary Free Skate
- Preliminary Free Skate

**Events**

**Showcase & Jump Challenge: Showcase:**

- Basic 1-8  Pre-Free Skate  Freestyle 1-6 / Beginner / High Beginner  No Test / Pre-Preliminary
- Preliminary
- INTERPRETIVE PROGRAM

**ENTRY FEE IS \$45.00 FOR THE FIRST EVENT AND \$15.00 FOR EACH ADDITIONAL EVENT.**

**\$ 45.00 First Event Fee**

**\$ 15.00 each Additional Event**

**\$ 15.00 Late Fee**

**\$ \_\_\_\_\_ Total Due** Check or Money order payable to: CAPE COD SKATING CLUB)

(\$25.00 Returned Check Fee)

**(ENTRY FEES ARE NOT REFUNDABLE AFTER THE ENTRY DEADLINE UNLESS YOU PROVIDE US WITH A DOCUMENTED MEDICAL REASON. PLEASE SEE REFUNDS: EXCEPTIONS ON THE FIRST PAGE OF THE COMPETITION PACKET.**

**Certification of Competitor: The Competitor is eligible to enter the events checked. It is agreed that the competitor and family holds Cape Cod Skating Club / HYCC / Town of Barnstable harmless from any and all liability either during practice or the competition, and from any and all liability for damages to or loss of property.**

By signing below, the skater/parent states this application is accurately completed and I/we agree with the Rules provided.

\_\_\_\_\_  
Signature of Skater & Date Signature of Parent (skater under 18) & Date

\_\_\_\_\_  
Printed Name of Skater Printed Name of Parent (skater under 18)

\_\_\_\_\_  
Program Director / Club Officer Date

\_\_\_\_\_  
Printed Name Program Director / Club Officer

## SNOWPLOW SAM – BASIC 6 ELEMENTS

Format choice of the host: Each skater will perform each element when directed by a judge or referee or have the option to perform one element at a time in the order listed below (no excessive connecting steps). Referee driven format examples: all skaters perform first element before moving on to the next and so on, or each skater performs all of the required elements before moving on to the next skater.

- To be skated on 1/3 to 1/2 ice.
- No music.
- **All elements must be skated in the order listed.**

Level	Time	Skating rules/standards
Snowplow Sam	1:00 max.	<ul style="list-style-type: none"> <li>· March followed by a two-foot glide and dip</li> <li>· Forward two-foot swizzles, 2-3 in a row</li> <li>· Forward snowplow stop</li> <li>· Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:00 max.	<ul style="list-style-type: none"> <li>· Forward two-foot glide and dip</li> <li>· Forward two-foot swizzles, 6-8 in a row</li> <li>· Beginning snowplow stop on two-feet or one-foot</li> <li>· Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:00 max.	<ul style="list-style-type: none"> <li>· Forward one-foot glide, either foot</li> <li>· Scooter pushes, right and left foot, 2-3 each foot</li> <li>· Moving snowplow stop</li> <li>· Two-foot turn in place, forward to backward</li> <li>· Backward two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:00 max.	<ul style="list-style-type: none"> <li>· Beginning forward stroking showing correct use of blade</li> <li>· Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>· Forward slalom</li> <li>· Beginning backward one-foot glide, either foot</li> <li>· Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:00 max.	<ul style="list-style-type: none"> <li>· Backward one-foot glides, right and left</li> <li>· Forward outside edge on a circle, clockwise or counter clockwise</li> <li>· Forward crossovers, 4-6 consecutive, both directions</li> <li>· Beginning two-foot spin, maximum 2-4 revolutions</li> <li>· Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:00 max.	<ul style="list-style-type: none"> <li>· Backward outside edge on a circle, clockwise or counterclockwise</li> <li>· Backward crossovers, 4-6 consecutive, both directions</li> <li>· Advanced two-foot spin, maximum 4-6 revolutions</li> <li>· Forward outside three-turn, right and left</li> <li>· Hockey stop</li> </ul>
Basic 6	1:00 max.	<ul style="list-style-type: none"> <li>· Forward inside three-turn, right and left</li> <li>· Bunny Hop</li> <li>· Forward spiral on a straight line, right or left</li> <li>· Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li> <li>· T-stop, right or left</li> </ul>

## SNOWPLOW SAM – BASIC 6 PROGRAM WITH MUSIC

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.

Level	Time	Skating rules/standards
Snowplow Sam	1:10 max.	<ul style="list-style-type: none"> <li>• March followed by a two-foot glide and dip</li> <li>• Forward two-foot swizzles, 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles, 2-6 in a row</li> </ul>
Basic 1	1:10 max.	<ul style="list-style-type: none"> <li>• Forward two-foot glide and dip</li> <li>• Forward two-foot swizzles, 6-8 in a row</li> <li>• Beginning snowplow stop on two-feet or one-foot</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:10 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, either foot</li> <li>• Scooter pushes, right and left foot, 2-3 each foot</li> <li>• Moving snowplow stop</li> <li>• Two-foot turn in place, forward to backward</li> <li>• Backward two-foot swizzles, 6-8 in a row</li> </ul>
Basic 3	1:10 max.	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Beginning backward one-foot glide, either foot</li> <li>• Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:10 max.	<ul style="list-style-type: none"> <li>• Backward one-foot glides, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Beginning two-foot spin, maximum 2-4 revolutions</li> <li>• Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:10 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Advanced two-foot spin, maximum 4-6 revolutions</li> <li>• Forward outside three-turn, right and left</li> <li>• Hockey stop</li> </ul>
Basic 6	1:10 max.	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li> <li>• T-stop, right or left</li> </ul>

**PRE-FREE SKATE – FREE SKATE 6 COMPULSORY**

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time: 1:15 maximum

Level	Time	Skating rules/standards
Pre-Free Skate	1:15 max	<ul style="list-style-type: none"> <li>· Forward inside open Mohawk from a standstill position (R to L and L to R)</li> <li>· Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise</li> <li>· One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>· Mazurka                             <ul style="list-style-type: none"> <li>• Waltz jump</li> </ul> </li> </ul>
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power stroking, 4-6 consecutive strokes</li> <li>• Backward outside three-turns, right and left</li> <li>• Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> <li>• Toe loop</li> <li>· Half flip jump</li> </ul>
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Backward inside three-turns, right and left</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>· Salchow jump</li> </ul>
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Waltz three-turns, clockwise and counterclockwise</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>· Waltz jump/toe loop or Salchow/toe loop jump combination</li> </ul>
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power 3's, 2-3 consecutive sets, right or left</li> <li>• Sit spin - minimum three revolutions</li> <li>• Half loop jump</li> <li>· Flip jump</li> </ul>
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin - minimum three revolutions</li> <li>• Waltz jump-loop jump combination</li> <li>· Lutz jump</li> </ul>
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power pulls, right and left</li> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination - minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>· Beginning Axel jump</li> </ul>



**PRE-FREE SKATE – FREE SKATE 6 PROGRAM WITH MUSIC**

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times an element is executed, length of glides, number of revolutions, etc., unless otherwise stated. Connecting steps and transitions should be demonstrated throughout the program.

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels. Bonus skills from the same level or below are allowed but will not be judged elements.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:40 max.

Level	Time	Skating rules/standards
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> <li>· Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise</li> <li>· One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>· Mazurka</li> <li>· Waltz jump</li> </ul>
Free Skate 1	1:40 max	<ul style="list-style-type: none"> <li>• Forward power stroking, 4-6 consecutive strokes</li> <li>• Upright spin, entry from backward crossovers - minimum 4-6 revolutions</li> <li>• Toe loop jump</li> <li>· Half flip jump</li> </ul>
Free Skate 2	1:40 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:40 max	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>• Waltz jump-toe loop or Salchow-toe loop jump combination</li> </ul>
Free Skate 4	1:40 max.	<ul style="list-style-type: none"> <li>· Forward power 3's, 2-3 consecutive sets, right or left</li> <li>· Sit spin - minimum three revolutions</li> <li>· Half Loop jump</li> <li>· Flip jump</li> </ul>
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin - minimum three revolutions</li> <li>• Waltz-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:40 max.	<ul style="list-style-type: none"> <li>· Split jump or stag jump</li> <li>· Camel, sit spin combination - minimum of four revolutions total</li> <li>· Waltz jump, ½ loop, Salchow jump sequence</li> <li>· Beginning Axel jump</li> </ul>

## INTRODUCTORY LEVELS COMPULSORY

Format: In simple program form, using a limited number of connecting steps, the skating order of the required elements is optional.

- To be skated on ½ ice.
- No music is allowed.
- The skater must demonstrate the required elements and may use any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- *Skaters may have the option to skate one level higher in compulsories than their free skate program.*

Level	Time	Skating rules/standards
Beginner	1:15 max.	<ul style="list-style-type: none"> <li>· Waltz jump</li> <li>· ½ jump of choice</li> <li>· Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional)</li> <li>· Forward or backward spiral</li> </ul>
High Beginner	1:15 max.	<ul style="list-style-type: none"> <li>· Toe loop jump</li> <li>· Salchow jump</li> <li>· Forward scratch spin - minimum three revolutions</li> <li>· Forward or backward spiral</li> </ul>

## INTRODUCTORY LEVELS FREE SKATE PROGRAM

General event parameters:

- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- Minimum number of spin revolutions are in parentheses following the spin description. Revolutions must be in position.

Level	Jumps	Spins	Step Sequences
<p>Beginner</p> <p>1:40 Maximum</p>	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> <li>· Jumps with no more than one-half rotation (front to back or back to front).</li> <li>· Max. 2 jump sequences</li> <li>· Max. 2 of any same jump</li> </ul>	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> <li>• Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)</li> </ul>	<p>Connecting moves and steps should be demonstrated throughout the program</p>
<p>High Beginner</p> <p>1:40 Maximum</p>	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> <li>· Jumps with no more than one-half rotation (front to back or back to front including half-loop)</li> <li>· Single rotation jumps: Salchow and toe loop only.</li> <li>· Max. 2 jump combinations or sequences</li> <li>· Max. 2 of any same type jump.</li> </ul>	<p>Max. 2 spins:</p> <ul style="list-style-type: none"> <li>• Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)</li> </ul>	<p>Connecting moves and steps should be demonstrated throughout the program</p>

## WELL BALANCED LEVELS COMPULSORY

General event parameters:

- Elements skated on ½ ice
- Elements may be performed only once
- No music is allowed

Level	Time	Skating rules/standards
No-Test	1:15 max.	<ul style="list-style-type: none"> <li>• Loop jump</li> <li>• Jump combination to include a toe loop (may not use a loop or Axel)</li> <li>• Solo spin - sit or camel spin - minimum three revolutions</li> <li>• Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.</li> </ul>
Pre-Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Toe Loop jump</li> <li>• Jump combination: single/single (no Axel)</li> <li>• Sit spin or camel spin - minimum three revolutions</li> <li>• Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ul>
Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Lutz jump</li> <li>• Jump combination: single/single (may include Axel)</li> <li>• Back upright spin - minimum three revolutions</li> <li>• Forward inside spiral</li> </ul>

## WELL BALANCED FREE SKATE PROGRAM

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.

Level	Time	Jumps	Spins	Step Sequences
No-Test	1:40 Maximum	<p><b>Max 5 Jump Elements</b></p> <ul style="list-style-type: none"> <li>• All single jumps allowed except for the single Axel               <ul style="list-style-type: none"> <li>○ No single Axels, double, triple or quadruple jumps allowed</li> <li>○ Number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded</li> </ul> </li> <li>• Max 2 jump combinations or jump sequences               <ul style="list-style-type: none"> <li>○ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> </ul> </li> </ul> <p>Jump sequences limited to a maximum of 3 single jumps</p>	<p><b>Max 2 Spins</b></p> <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a flying entry</li> <li>• Min 3 revs.</li> </ul> <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>• Step Sequence               <ul style="list-style-type: none"> <li>○ Must use one-half the ice surface</li> <li>○ Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>○ Jumps may be included in the step sequence</li> </ul> </li> </ul>

Pre-Preliminary	1:40 Maximum	<p><b>Max 5 Jump Elements</b></p> <ul style="list-style-type: none"> <li>· All single jumps, including the single Axel, allowed</li> <li>○ No double, triple or quadruple jumps allowed</li> <li>○ Axel may be repeated once as a solo jump or part of a jump sequence or jump combination (maximum of 2 single Axels)</li> <li>○ Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>· Max 2 jump combinations or jump sequences</li> <li>○ Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed</li> <li>· Jump sequences limited to a maximum of 3 single jumps</li> </ul>	<p><b>Max 2 Spins</b></p> <ul style="list-style-type: none"> <li>· Spins may change feet and/or position</li> <li>· Spins may start with a flying entry</li> <li>· Min 3 revs.</li> </ul> <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>· Step Sequence</li> <li>○ Must use one-half the ice surface</li> <li>○ Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>○ Jumps may be included in the step sequence</li> </ul>
Preliminary	1:30 +/- 10 seconds	<p><b>Max 5 Jump Elements</b></p> <ul style="list-style-type: none"> <li>· 1 must be an Axel-type jump or a waltz jump*</li> <li>· All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop)</li> <li>○ Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed</li> <li>○ An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination</li> <li>○ Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>· Max 2 jump combinations or sequences</li> <li>○ Jump combinations limited to 2 jumps except that one three jump combination with a maximum of 2 double jumps and 1 single jump is allowed</li> <li>· Jump sequences limited to a maximum of 3 single or double jumps</li> </ul>	<p><b>Max 2 Spins</b></p> <ul style="list-style-type: none"> <li>· Spins may change feet and/or position</li> <li>· Spins may start with a flying entry</li> <li>· Min 3 revs.</li> </ul> <p>These spins must be of a different character (For definition see U.S. Figure Skating rule 4103 (E))</p>	<p><b>Max 1 Sequence</b></p> <ul style="list-style-type: none"> <li>· Step Sequence</li> <li>○ Must use one-half the ice surface</li> <li>○ Moves in the field and spiral sequences are allowed but will not be counted as elements</li> <li>○ Jumps may be included in the step sequence</li> </ul>

**TEST TRACK FREE SKATE**

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- Minimum number of spin revolutions are in ( ) following the spin description. Revolutions must be in position.
- The following deductions will be taken:
  - 0.1 from each mark for each technical element included that is not permitted in the event description.
  - 0.2 from the technical mark for each extra element included.
  - 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences
Pre-Preliminary  1:40 maximum	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> <li>· Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>)</li> <li>· Single rotation jumps: Salchow, toe loop and loop only.</li> <li>· Max. 2 jump combinations or sequences</li> <li>· Max. 2 of any same type jump</li> </ul>	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> <li>· Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions)</li> </ul>	Connecting moves and steps should be demonstrated throughout the program
Preliminary  1:30 +/- 10 sec.	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> <li>· Jumps with not more than one rotation (no Axels).</li> <li>· Max. 2 jump combinations or sequences</li> <li>· Max. 2 of any same type jump</li> </ul>	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> <li>· One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions)</li> </ul> One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)	Connecting moves and steps should be demonstrated throughout the program

## SHOWCASE EVENTS

Showcase events are open to skaters in Basic, Free Skate, Limited Beginner through Preliminary and Adult Bronze. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skater's in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher. Vocal music is permitted.

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.2 deduction will be assessed by the referee against each judge's mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint, for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice.

6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

\* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on [www.usfigureskating.org](http://www.usfigureskating.org).

Showcase categories may include:

- Levels can be subdivided, if necessary, depending on entry numbers and event set up
  - Dramatic entertainment: Showcase program utilizing intense emotional skating quality to depict choreographic theme.
  - Light entertainment: Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
  - Duets: Theatrical/artistic performances by any competitors.
  - Mini production ensembles: Theatrical performances by three to seven competitors.
  - Production ensembles: Theatrical performances by eight to 30 skaters. Theater On Ice teams are eligible as production ensembles.
- NOTE: Skaters may enter only one each duet, mini production or production event.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Elements only from Basic 1-6 curriculum	May not have passed any higher than Basic 6 level.	Time: 1:00 max.
Pre-Free Skate-Free Skate 6/ Beginner/High Beginner/ Adult 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 max.
No Test/ Pre-Preliminary/ Adult Pre-Bronze	3 jump maximum. No Axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 max.
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 max.

## JUMPS CHALLENGE

General event parameters:

- Each jump may be attempted twice; the best attempt will be counted.
- To be skated on ½ ice

Level	Time	Skating rules / standards
Beginner	1:15 max.	<ol style="list-style-type: none"><li>1. Waltz jump (from backward crossovers)</li><li>2. ½ flip or ½ Lutz</li><li>3. Single Salchow</li></ol>
High Beginner	1:15 max.	<ol style="list-style-type: none"><li>1. Waltz jump (from backward crossovers)</li><li>2. Single Salchow</li><li>3. Jump combination – Waltz jump-toe loop</li></ol>
No Test	1:15 max.	<ol style="list-style-type: none"><li>1. Single toe loop</li><li>2. Single loop</li><li>3. Jump combination – Any two ½ or single revolution jumps (no Axel)</li></ol>
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"><li>1. Single toe loop</li><li>2. Single flip</li><li>3. Jump combination - Any two ½ or single revolution jumps (no Axel)</li></ol>
Preliminary	1:15 max.	<ol style="list-style-type: none"><li>1. Single flip</li><li>2. Single Lutz</li><li>3. Jump combination – Any single jump + single loop (may be Axel)</li></ol>



## **INTERPRETIVE PROGRAM:**

### **COMPETITION RULES**

The Organizing Committee must pre-select and edit musical choices appropriate for these events. During warm-up skaters will hear selection of music twice. Following the warm-up all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

### **LEVELS:**

Levels should be broken by ability with ages divided appropriately.

### **JUDGING RULES:**

Skaters are judged on originality, pattern, technical (the ability to include jumps and spins) and music interpretation/expression.

Spins and jumps performed must be appropriate to competition level.

### **TIMING:**

Music Duration Limited Beginner- No Test: 1:15 minute Pre-preliminary- Preliminary: 1:30 minute

**COACHING RULES:** There is to be no instruction allowed during this event from coaches, parents, or fellow skaters. Staging area must be kept clear except for ice monitor and listening competitor.





