

2013 COLORADO SPRINGS INVITATIONAL/ROCKY MOUNTAIN STATE GAMES

Hosted by the Centennial Skating Club, Sept 11-15, 2013

Welcome to the 2013 Colorado Springs Invitational/Rocky Mountain State Games competition. The 2013 Colorado Springs Invitational will be conducted in accordance with the rules and regulations of US Figure Skating, as set forth in the 2013/2014 Rulebook. This competition is open to all eligible members of US Figure Skating and Skate Canada. Competition level is determined by the highest test passed as of the closing date for entries. Pre-Preliminary, Preliminary, and Pre-Juvenile will be grouped according to age. Juvenile and above will be grouped as set forth in the 2013 USFSA Rulebook. All competitors must comply with USFS requirements relating to test level and eligibility. Entrants may skate one level above that for which they qualify in any event, but they may NOT skate down a level in any event. Entrants are NOT required to skate all events at the same level. All age-restricted events are determined by the skater's age as of September 1, 2013, in accordance with the 2013/2014 rule book.

ENTRY DEADLINES

Secure online registration and credit card payment available at www.centennialskatingclub.org. Entries must be submitted online no later than **midnight Saturday, August 3, 2013**. Late entries, if accepted, will be assessed a \$30.00 late fee.

Paper Entry forms must be RECEIVED BY August 3, 2013

PLANNED PROGRAM CONTENT

If you are registered for an IJS event, you are required to complete the planned program content form by **Saturday, August 31, 2013** in the online registration system at www.centennialskatingclub.org. **Anyone not submitting a PPC by the deadline date will be assessed a \$5.00 administrative fee that will be collected at the registration desk before the skater is allowed to skate.**

PRACTICE ICE

Skaters will be able to pick their pre-purchased ice sessions online once the schedule is posted. You will receive an email with a PIN number in order to access your practice ice records and select your sessions when you register. Practice ice will be \$15.00 if you pre-order the sessions. The maximum # of sessions allowed for pre-purchase is 2 freeskate sessions and 1 dance session per skater. No artistic props are allowed on practice ice sessions. Practice ice will be available at Sertich Ice Arena starting on Wednesday, September 11 depending on the competition schedule. We will allow additional practice ice sales online for \$18.00 per session after the schedule has been posted and those that pre-register for sessions have had time to select their sessions. **PRACTICE ICE SESSIONS ARE NOT REFUNDABLE AFTER CLOSE OF ENTRIES.** Additional practice ice will be available for purchase during the competition and will cost \$20.00 at the Registration Desk. **We are a single sheet facility so please be aware that practice ice sessions will be early AM before competition starts and in the evening after competition has completed.**

REFUND POLICY

Full refunds including practice ice, minus the online convenience fee, are available if withdrawal is prior to July 31, 2013. After July 31, 2013, entry refunds are only available if the event is not held due to lack of entries – 2 competitors constitutes an event. Pre-Paid practice ice is not refundable or transferable. There will be NO medical refunds given. Payments made by credit card will be refunded to the credit card. Payments made by check will be refunded via club check. The online convenience fee and the paper entry administrative fee are non-refundable for any reason.

ENTRY FEES

All first event fees (except where noted) include a digital download of your performance suitable for posting on the internet.

First IJS Event	\$110
Additional IJS	\$35
First 6.0 Event	\$100
2 nd 6.0 Event	\$25
3 rd & subsequent 6.0	\$15
First Basic/Beginner	\$60
2 nd Basic/Beg	\$20
3 rd & subsequent Basic/Beg	\$15
1 st Solo Dance/Couples Dance	\$40
2 nd Solo Dance	\$15
3 rd & subsequent Solo Dance	\$10
*FF Memorial Rocker Foxtrot	\$5
*Team Maneuvers (per team)	\$10
+ Per skater	\$5
1 st event Showcase Duets	\$40
2 nd event Showcase Duets	\$20
Paper Administrative Fee	\$10

*Event does not qualify for digital download.

If sending a paper entry form, make checks payable to: 2013 Colorado Springs Invitational

Mail to:
Centennial Skating Club
PO Box 62991
Colorado Springs, CO 80962



CHANGES

All entry changes (event, level) are subject to referee approval and a \$30.00 change fee after close of entries.

COACH CREDENTIALING

Important Notice for all coaches (including basic skills coaches over 18 years of age): Coaches will need to check in at the event registration desk and show their USFS coaching card to receive a credential. The local organizing committee (LOC) will have a list of coaches who are cleared for a credential at the competition. For coaches who are not on the list, the LOC will ask to see proof of membership in both US Figure Skating and the PSA, a Coaches Registration Card, and proof of Category A or B compliance in CER. **If a coach cannot provide their coaching card and is not on the list and cannot produce the necessary documents, he or she will not be allowed a credential – no exceptions.**

JUDGES/OFFICIALS/LOC

Chief Referee – Lisa Landon

Lisa.landon@comcast.net

Chief Accountant – Carl Nash

Registrar – Karen Sulpizio

kskul@aol.com

MUSIC

Competitors are REQUIRED to turn in a CD for each music event that they are entered in to the registration before you will be allowed to register for the competition **(THIS SHOULD BE AT LEAST 1 HOUR PRIOR TO YOUR FIRST EVENT AND YOU WILL NEED TO TURN IN ALL OF YOUR MUSIC FOR ALL OF YOUR EVENTS). NO CD-RW DISCS WILL BE ACCEPTED.** No tapes will be accepted. Each CD must be clearly labeled with the skater's name, event, and length of the program. There must only be one program on the CD. No more than a 3 second lead in can be used on CDs both for competition & practice ice. Please bring at least one back-up CD for practice ice and emergencies and have it at rink side during your event. Please make sure that all CDs are recorded at an adequate volume.

HOST HOTEL

Please identify the Colorado Springs Invitational when making your reservations to secure these rates or click on the link on the main page of the registration system to make your reservations online:

<u>Hotel Name</u>	<u>Address</u>	<u>Phone #</u>	<u>Rate</u>	<u>Deadline</u>
Doubletree World Arena	1775 East Cheyenne Mountain Blvd.	719-576-8900	93.00/night	September 1, 2013

FACILITY

The Colorado Springs Invitational will be held at Mark "Pa" Sertich Ice Arena, located in Colorado Springs at 1705 E. Pikes Peak Avenue. The arena's ice surface is 85' by 200' with rounded corners.

REGISTRATION

The registration desk will be located in the lobby of the ice arena and will open 1 hour prior to the first practice ice session of the competition and at 6:00 a.m. for all competition days. It will close 30 minutes after the end of the competition each day. Please register promptly when you arrive at the ice arena.

AWARDS

Awards will be presented as closely to the conclusion of each event as possible. With the exception of the Beginner events, medals will be awarded to the top four places in each event. Ribbons will be awarded to 5th and 6th place finishers. In Beginner events, medals will be awarded to all participants in the event (Beginner/Basic Skills events have a max of 6 people in a group). THERE WILL BE NO FINAL ROUNDS. All placements will be sent to the 2015 State Games of America office for reference.

JUDGING SYSTEM

The 6.0 judging system will be used for all Beginner through Pre-Juvenile Free Skate events, Adult Pre-Bronze to Adult Silver Free Skate events, Compulsory Moves, Jumps, Spins, Solo Dance, and Showcase events.

The IJS judging system will be used for Juvenile/Open Juvenile to Senior Free

Skate, Adult Gold/Masters Free Skate, Juvenile/Open Juvenile to Senior Short Programs.

The competition committee reserves the ability to return to the 6.0 judging system should we be unable to get enough officials (both judges and technical panel) for the IJS events and it will be posted on the club website by July 15, 2013.

LIABILITY

Skaters, parents, and coaches are encouraged to read rule 3222 of the USFS Rule Book regarding club, facility and USFSA liability. Your signature on the entry form or your acceptance of the waiver online when you register will indicate that you have read this section.

VIDEO/PHOTOGRAPHY

Your first event fee includes a digital download of your free skate event. If you are not entering a free skate event, you will be able to indicate, via a survey question before you pay for your entry in the online system, what event you would like to have as your digital download.

Additional videos will be available for purchase at the competition.

Professional videotaping and photographs will be available for purchase. The committee will make every attempt to

ensure that the cost is reasonable. **NO FLASH PHOTOGRAPHY allowed in the rink area during competition.** Flash photography is dangerous to the skaters! The competition committee reserves the right to remove anyone from the rink who ignores requests and warnings regarding the use of flash photography.

ADDITIONAL ENTRY INFO

The competition committee reserves the right to limit entries in any event or to cancel an event. Entry fees will only be refunded in accordance with stated refund policy. If you wish to be notified that your paper application has been received, include a self-addressed stamped postcard and it will be mailed to you upon receipt. Notification of competition and practice ice times will NOT be available by phone, mail, or email. Skater and Coaches schedules will be available via the web at: www.centennialskatingclub.org

Persons using checks without sufficient funds will be charged an additional \$30.00 fee per check. All further payments must be made by cash, money order, or certified funds. Skaters will not be allowed to practice or compete until all such debts are satisfied. Any contested credit card charge will incur a \$30.00 fee and will be handled as a non-payment and the skater will not be allowed to practice or compete until the all such debts are paid in full via cash or money order.

SINGLES – 6.0 WELL-BALANCED

Competition for Pre-Preliminary through Pre-Juvenile Free Skating and Adult Pre-Bronze through Silver Free Skating will be set forth per the 2013/2014 Rulebook. Test, age, and well-balanced program requirements are listed in the 2013/2014 Rulebook. Pre-Juvenile and below and adult events will be grouped by age if entries warrant multiple groups. **Limited Pre-Preliminary and Limited Preliminary will still be governed by the well-balanced program rules regarding number of jump elements, spin elements, and step sequence requirements – the only difference is in the jump content allowed. Additional Free Skate Levels not defined in the USFS rulebook will be offered as follows:**

LEVEL	REQUIREMENTS	TIME	LEVEL	REQUIREMENTS	TIME
Ltd Pre-Preliminary	Refer to Rule 4280 in 2013/2014 Rule Book – no axels allowed	1:30 +/- :10	Young Adult Pre-Bronze	Refer to Rule 4600 in the 2013/2014 Rule Book	1:40 Max
Ltd Preliminary	Refer to Rule 4270 in 2013/2014 Rule Book – no double jumps allowed	1:30 +/- :10	Young Adult Bronze	Refer to Rule 4590 in the 2012-2013 Rule Book	1:50 Max
			Young Adult Silver	Refer to Rule 4580 in the 2012-2013 Rule Book	2:10 Max

SINGLES – IJS EVENTS

Competition for Juvenile/Open Juvenile through Senior Free Skating and Adult Gold/Masters Free Skating will be set forth per the 2013/2014 Rulebook. Adult Masters skaters will be grouped into one event with the max time not to exceed 3:40 seconds and will be governed by the well balanced program rules for Masters Jr/Sr. Test, age, and well-balanced program requirements are listed in the 2013/2014 Rulebook. Short Program and Free Skate will be held as separate events and NOT combined. **Additional Free Skate levels not defined in the USFS rulebook will be offered as follows:**

LEVEL	REQUIREMENTS	SHORT PROGRAM	FREESKATE
Juvenile	Refer to Rule 4240 in 2012-2013 Rule Book for required elements	2:00 Max	
Open Juvenile	Refer to Rule 4240 in 2012-2013 Rule Book for required elements - Age 14 and older	2:00 Max	2:15 +/- :10
Young Adult Gold	Refer to Rule 4570 in 2012-2013 Rule Book for required elements – Age 18-20		2:40 Max
Young Adult Masters	Refer to Rule 4220 in 2012-2013 Rule Book for required elements – Age 18-20		3:40 Max

SINGLES – 6.0 TEST TRACK

Events will be offered at ALL levels based on the Test Track requirements on the USFS website for 2013/2014 (or the most recent effective date) - descriptions can be found on the USFS website as: <http://www.usfigureskating.org/Programs.asp?id=79>

COMPULSORY MOVES

Test requirements are listed under Free Skating above. Moves must be executed without music and without stops between moves. Double jumps may not be substituted for single jumps. Combination jumps may not have a change of foot or turn between jumps. Required jumps cannot be repeated as part of the combination jump (i.e., the flip jump cannot be repeated in the combination for Preliminary). Additional or repeated elements and excessive footwork will be penalized. Pre-Preliminary through Pre-Juvenile will be on ½ ice and Juvenile and all adult levels will be on full ice.

LEVEL	REQUIREMENTS	TIME
<i>Pre-Preliminary</i>	Salchow jump, Loop jump, Forward spiral (inside or outside), One-foot upright spin (minimum 3 revs), Connecting steps	1:00 Max
<i>Preliminary</i>	Jump combination consisting of two single jumps; Flip jump, Sit spin (min 3 revs); Forward spiral (inside or outside); Connecting steps. An axel is considered a single jump.	1:00 Max
<i>Pre-Juvenile</i>	Jump combination consisting of two single jumps, one of which is a loop; Lutz jump; Forward inside spiral or Ina Bauer; Front scratch spin to back scratch spin combination – exit on spinning foot (min 3 revs each foot); Camel spin (min. of 3 revs); Connecting steps.	1:30 Max
<i>Juvenile</i>	Jump combination consisting of a double jump and single jump or two single jumps; Axel jump; Sit change sit spin (min 4 revs each foot); Layback spin (ladies), Camel spin (men) (min. of 4 revs); Straight-line step sequence; One of the following: Ina Bauer, spread eagle, or forward spiral	1:30 Max
<i>Young/Adult Pre-Bronze</i>	Half flip, Salchow, One-foot spin (min 3 revs), Forward spiral (inside or outside), Connecting steps.	1:30 Max
<i>Young/Adult Bronze</i>	Jump combination consisting of two single jumps; Flip jump; Sit spin (minimum 3 revs); Forward spiral (inside or outside); Connecting steps. An axel is considered a single jump.	1:30 Max
<i>Young/Adult Silver</i>	Jump combination consisting of two single jumps, one of which is a loop; Lutz jump; Forward inside spiral or Ina Bauer; Front scratch spin to back scratch spin combination – exit on spinning foot (min 3 revs each foot); Camel spin (min. of 3 revs); Connecting steps.	1:30 Max
<i>Young/Adult Gold</i>	Jump combination consisting of two single jumps; Axel jump; Sit change sit spin (min 4 revs each foot); Layback spin (ladies), Camel spin (men) (min. of 4 revs); Straight-line step sequence; One of the following: Ina Bauer, spread eagle, or forward spiral.	1:30 Max
<i>Young/Adult Masters</i>	Jump combination consisting of a double jump and single jump or two single jumps; Axel jump; Sit change sit spin (min 4 revs each foot); Layback spin (ladies), Camel spin (men) (min. of 4 revs); Straight-line step sequence; One of the following: Ina Bauer, spread eagle, or forward spiral.	1:30 Max

SPINS

Test requirements are listed under Free Skating above. All levels will skate on 1/2 of the ice surface. No music. Spins must be skated exactly as stated, but may be skated in any order. Counting of revolutions will begin when skater is in a recognizable spin position. Connecting steps may be used, but will have no effect on your score. This event will be judged on control, speed, position, and centering of each spin. The Chief Referee and Competition Committee may elect to combine men's and ladies events due to limited entries.

LEVEL	REQUIREMENTS	TIME
<i>Pre-Preliminary</i>	Forward Scratch spin (Min 3 revs), Forward Sit Spin (Min 3 revs), Forward Camel Spin (Min 3 revs)	1:00 Max
<i>Preliminary</i>	Forward Camel Spin (Min 3 revs), Forward Camel to Forward Sit Combination (Min 3 revs each foot), Scratch Spin with only 1 change of foot (Min 3 revs each foot)	1:00 Max
<i>Pre-Juvenile</i>	Change Foot Sit Spin (Min 3 revs on each foot), Girls: Attitude or Layback spin / Boys: Forward Sit Spin (Min 3 revs), Forward Camel to Backward Sit Spin (Min 3 revs in each position)	1:15 Max
<i>Juvenile</i>	Camel Spin (Min 5 revs), Girls: Layback spin / Boys: Backward Sit Spin (Min 3 revs), Combination Spin with only 1 change of position and no flying entry	1:15 Max
<i>Young/Adult Pre-Bronze</i>	One-Foot Upright Spin, One-Foot Backspin, Sit Spin (all spins must have a Min 3 revs)	1:00 Max
<i>Young/Adult Bronze</i>	Sit Spin (no change of foot, Min 3 revs), Forward/Backward Spin Combination (Min 3 revs on each foot), Camel Spin (no change of foot, Min 3 revs)	1:00 Max
<i>Young/Adult Silver</i>	Camel Spin (Min 3 revs), Camel/Sit Spin Combination (no change of foot, Min 2 revs in each position), Change-foot Spin (Min 3 revs on each foot)	1:15 Max
<i>Young/Adult Gold</i>	Flying Camel Spin (Min 4 revs), Camel/Sit Spin Combination (Min 2 revs in each position), Ladies: Attitude or Layback Spin / Men: Fast Upright or Cross-foot Spin	1:30 Max

JUMPS

Age and test requirements will be the same as those listed in Free Skating. Pre-Preliminary through Pre-Juvenile will be skated on ½ ice. All others will skate on full ice. Jumps must be skated in the order in which they are listed. Only the stroking and edges necessary to prepare for the jump are allowed. Extra moves such as spirals and pivots and other excessive connecting steps will be penalized unless otherwise stated in the requirements. An axel is a single jump. Combination jumps may not have a change of foot or turn between the jumps. Jump requirements for Intermediate and above are the same as those for the 2013/2014 USFS short programs. The Chief Referee and Competition Committee may elect to combine men's and ladies events due to limited entries.

The event will be conducted as follows: At the conclusion of the warm-up period the first skater will perform each jump in the order that they are listed below. Each jump will be attempted a maximum of 2 times – a 2nd attempt at a jump will be optional and if attempted will be the jump that receives the mark from the judges. The process will be repeated for the remaining skaters. In levels where the skater is given a choice of jumps to be performed, the first attempt will determine the jumps to be judged and the skater may not change jumps on the second attempt.

LEVEL	REQUIREMENTS	TIME
<i>Pre-Preliminary</i>	Toe Loop; Single/Single Combination (no axel)	1:00 Max
<i>Preliminary</i>	Flip or Lutz; Combination jump of any Single jump + Loop jump	1:00 Max
<i>Pre-Juvenile</i>	Axel; Double Salchow or Double Toe Loop	1:15 Max
<i>Juvenile/Open Juvenile</i>	Axel; any Double/Single combination; connecting steps into any Double jump	1:15 Max
<i>Young/Adult Pre-Bronze</i>	Waltz Jump, Waltz/Toe Loop Combination, Half Lutz	1:00 Max
<i>Young/Adult Bronze</i>	Salchow; Single/Single combination	1:00 Max
<i>Young/Adult Silver</i>	Flip; Single/Single combination	1:15 Max

<i>Young/Adult Gold</i>	Lutz; Single/Single combination	1:30 Max
<i>Young/Adult Masters</i>	Axel; any Single/Single or Single/Double combination; connecting steps into any single jump	1:30 Max

FOOTWORK EVENT

Events will be divided by age or gender at the discretion of the referee depending upon the number of entrants. Skaters will perform footwork sequences of their own design to music. Vocal music is allowed. The program should contain a variety of turns and sequences and emphasize the skater's controlled edges and turns in addition to speed and quickness of the routine. The program may contain one-half revolution jumps and spins with less than 3 revolutions. The routine will be judged on both technical merit and presentation. Level restriction refers to Free Skate or Dance test level. Skaters may enter one level higher than their test level.

LEVEL	REQUIREMENTS	TIME
<i>Pre-Bronze</i>	No tests higher than Adult Pre-Bronze, Pre-Preliminary, or Preliminary Dance	45 seconds
<i>Bronze</i>	No tests higher than Adult Bronze, Preliminary, or Bronze Dance	1:00
<i>Silver</i>	No tests higher than Adult Silver, Pre-Juvenile, or Pre-Silver Dance	1:00

SOLO DANCE EVENTS

The following dance events will be offered. **Each dance is a separate event.** Skaters may choose one or more of the dances at their test level as well as one or more of the dances above their test level. Due to time constraints, some lower dance groups may be flighted. Compulsory dance music will be chosen from standard ISU dance selections by the competition committee. The Chief Referee and Competition Committee may elect to combine men's and ladies events due to limited entries as well as youth and adult competitors. Events will be grouped by age if entries warrant. Number of patterns is based on test requirements.

PATTERN DANCES

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
<i>Preliminary</i>	Rhythm Blues (2), Canasta Tango (2)	<i>Silver</i>	American Waltz (2), Tango (2)
<i>Pre-Bronze</i>	Cha Cha (2), Swing Dance (2)	<i>Pre-Gold</i>	Paso Doble (2), Blues (3)
<i>Bronze</i>	Hickory Hoedown (2), Ten Fox (2)	<i>Gold</i>	Argentine Tango (3), Westminster Waltz (2)
<i>Pre-Silver</i>	Fourteensstep (3), European Waltz (2)		

FRANK FREY MEMORIAL ROCKER FOXTROT SOLO DANCE

This is an open solo dance event with no test requirements. Participants will skate 3 patterns. This dance is skated in memory of Frank Frey, a Centennial Skating Club member who won the event in 2003. Frank passed away suddenly from a heart attack in December of 2003. The Rocker Foxtrot was Frank's favorite dance.

PRO-AM/AM-AM ADULT COUPLES DANCE EVENT

The following dance event will be offered. **Couples will skate both dances in the level for a combined score. This is an open event with no test requirements. If a skater will be skating with their Pro, they only need to enter themselves and indicate their partner's name.** Number of patterns is based on test requirements.

PATTERN DANCES

LEVEL	REQUIREMENTS
<i>Open</i>	Canasta Tango (2), Swing Dance (2)

TEAM MANEUVER EVENT

Teams must register separately from their individual events. A team contact will need to register the team and pay for all the skaters. The team contact will need to know the following information for each skater: USFS number, highest Moves test passed, highest FS test passed, birthdate, and email address of a parent/guardian.

The team maneuver event consist of teams of three to six skaters (any mix of male and female) from the same club each performing no more than two of the six required elements prescribed for their level. A skater may compete for only one team. Skaters may "skate up" to any level they desire, but they may not compete on a team at a lower level than the highest test they have passed. The event will be judged on a team basis. Skaters will have a general warm-up. There may also be individual warm-ups for each element at the discretion of the referee. Teams will be assigned a place to line up along the barrier, and must remain on the ice for their entire competition. Elements will be skated one-at-a-time, and the announcer will call the representative from each team when it is his or her turn to perform the prescribed element.

Note:

- If a team has one skater perform more than two elements, any succeeding elements performed by that skater will receive no value
- If a skater performs an element higher than that listed, that element will receive no credit. For example, if the element specified is a Salchow jump and the skater performs a double Salchow jump, no credit is given for this element.

LEVEL	REQUIREMENTS
<i>Low (pre-preliminary - juvenile):</i>	<ol style="list-style-type: none"> 1. Salchow 2. Waltz jump-toe loop combination jump (no turns or steps in between) 3. Axel 4. Combination spin: camel spin to sit spin (no change of foot) 5. Upright spin (optional free foot position, may have one change of foot) 6. Circular step sequence (utilizing the full ice surface)
<i>Adult Team</i>	<ol style="list-style-type: none"> 1. Loop jump 2. A combination jump consisting of two single jumps (axel is considered a single jump) 3. Single jump immediately preceded by connecting steps or other free skating movements 4. Camel spin with a change of foot (forward camel to backward camel spin) 5. Spin combination (one change of foot and at least one change of position) 6. Straight line step sequence utilizing the entire ice surface

<i>Beginner High Team (Beginner 5-7 or Freeskate 1-6)</i>	<ol style="list-style-type: none"> 1. Forward Spirals R&L on a circle (either forward inside or forward outside – skater’s choice) 2. A Waltz Jump/Toe Loop combination jump 3. A Salchow immediately preceded by connecting steps or other free skating moves. 4. Sit spin 5. Upright Scratch Spin 6. Step sequence covering ½ the ice
<i>Beginner Low Team (Beginner 1-4 or Basic 1-8)</i>	<ol style="list-style-type: none"> 1. Bunny Hop 2. Forward One-foot glide (R or L) blue line to blue line (center of ice) 3. Waltz Jump 4. Two Foot Spin 5. Forward Straight Line Spiral (R or L) covering ½ ice 6. Snowplow stop

**SHOWCASE EVENTS
DRAMATIC, LIGHT ENTERTAINMENT, DUETS**

- Props and scenery must be placed and removed by the competitor(s) unaided within one minute total on and off. Anyone not skating is not allowed to step on the ice.
- The use of scenery and/or props is not mandatory.
 - All scenery will be portable and not require any mechanical means for transportation (i.e. forklift, etc.). Its movement will be the responsibility of the skater or teams.
 - For insurance reasons no propulsion devices will be permitted. This includes items such as cannons as well as trampolines.
 - The use of smoke, fire, liquids, live animals, feathers, bubble machines or any substance that may harm the ice surface and/or skaters is not permitted.
 - No mirrors or glass of any kind is allowed on the ice.
 - TRAMPOLINES OR OTHER SUCH APPARATUS USED TO ASSIST SKATERS JUMPING INTO THE AIR IS NOT PERMITTED. A 0.2 deduction will be taken.
 - If a competitor has any doubt concerning the safety of his/her number, the Chief Referee should be consulted.

SPECIFICS:

- There is no minimum time requirement for any event.
- Events will not be segregated by gender.
- There will be a 0.2 deduction for each 5 seconds in excess of the maximum performance and prop placement time.
- Timing starts with the first purposeful motion of the body and ends when motion stops.
- Levels may be combined at the discretion of the Chief Referee

SINGLES AND DUET - DRAMATIC SKATE, LIGHT ENTERTAINMENT SKATE

LEVEL	REQUIREMENTS	TIME	LEVEL	REQUIREMENTS	TIME
<i>Beginner/Basic</i>	No USFS freeskate tests passed	1:30 Max	<i>Adult Pre-Bronze</i>	Adult Pre- Bronze Freeskate Test	
<i>Pre-Preliminary</i>	Pre-preliminary Freeskate Test	1:30 Max	<i>Adult Bronze</i>	Adult Bronze Freeskate Test	1:40 Max
<i>Preliminary</i>	Preliminary Freeskate Test	1:40 Max	<i>Adult Silver</i>	Adult Silver Freeskate Test	1:40 Max
<i>Pre-Juvenile</i>	Pre-Juvenile Freeskate Test	1:40 Max	<i>Adult Gold</i>	Adult Gold Freeskate Test	1:40 Max
<i>Juv/Open Juv</i>	Juvenile Freeskate Test	2:10 Max	<i>Adult Masters</i>	Intermediate Freeskate Test	1:40 Max
<i>Intermediate/Novice</i>	Intermediate Freeskate Test	2:10 Max	<i>Duets</i>	Open	1:40 Max
<i>Junior/Senior</i>	Junior Freeskate Test	2:40 Max	<i>Beginner Duets</i>	No Free Skate, Pairs, Couples or Free Dance Tests passed	1:40 Max

COLORADO BASIC SKILLS SERIES

A skater must enter BOTH Free skating AND the Compulsory/Elements event IN THE SAME LEVEL in each of at least three of the seven registered Series Basic Skills Competitions to be eligible for accumulating points. The best 3 scores (free skate and compulsory/elements added together) of the season will be totaled for the final score in the series. Each event will have a maximum of six skaters. Both youth and adults may accumulate points!

The system for scoring points for the trophies will be as follows:

1st place	6 points
2nd place	5 points
3rd place	4 points
4th place	3 points
5th place	2 points
6th place	1 point

* A skater will earn five points toward their overall standing each time the skaters enters a level that is higher than the level competed in at the previous competition throughout the duration of the series. In order to keep the extra five points he/she must compete in that level or higher in all subsequent competitions. The points for skaters moving up will be awarded each time the skater competes at a level higher than in their previous competition. Move up points will be awarded for all 7 series events (even though the event point scores may not be one of the final three best scores).

In the event that there is only one skater in an event, the skater will have the choice to skate alone OR move up a level to compete against other skaters, HOWEVER, THE SKATER WILL HAVE TO MOVE UP IN BOTH THE ELEMENTS/COMPULSORY MOVES AND THE PROGRAMS W/MUSIC EVENTS. In this case, those skaters will be allowed to move back to their original level to compete at the next competition and shall not be awarded the 5 point move up credit.

If an event has 2-6 skaters, the points will be awarded as if there were six skaters in the group. If there is only one skater in the group, that skater will be awarded three points.

In case of a tie, the number of levels increased throughout the season will be the 1st tie breaker. The total number of skaters that the competitor has skated against throughout the series (all competitions and not just the competition with the 3 best scores) will be the 2nd tie breaker. The total score for all freeskate events during the season will be the 3rd tie breaker.

All points follow the skater throughout the series, so if a skater moves up to higher levels, the points follow the skater. Once a skater moves up a level, they may not compete at a lower level unless they moved up as a result of having no other skaters in their group.

Trophies will be awarded 1-3 place and Ribbons will be awarded for 4-6 place in each level from Snowplow Sam through Free skate 6. The trophies and ribbons will be awarded to the skaters at their level as of the last competition in the series.

Please note: Spin, Dance, Pair, Theater on Ice, Synchronized team, and Showcase events will not be counted in the final standings. No-Test to Preliminary and Test Track Limited Beginner – Preliminary events will not be counted in the Free skate and Elements/Compulsory Program series.

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 8 are eligible to skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition and NO official U.S. Figure Skating tests may have been passed including MIF or individual dances.

For Free skate 1-6, eligibility will be based only upon highest free skate test level passed. All FREE SKATE 1-6 SKATERS are eligible to skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition. Skaters may have passed Pre-Preliminary MITF and no higher, Preliminary Dance and no higher, and may NOT have passed any U.S. FIGURE SKATING freeskate tests.

It is very important to the success of the series that skaters are placed in the correct divisions. If, for whatever reason, the local organizing committee discovers that a skater has been placed in a category that is below their class level, the chair and referee will have the option to move the skater to the proper division, even if this has to be done the day of the competition. This will ensure that every event is as fair as possible to the competitors.

BASIC ELEMENTS

Format: Each skater will have the option to perform one element at a time in the order listed below (no excessive connecting steps) OR will perform each element when directed by a judge or referee.

- To be skated on 1/3 to 1/2 ice
- No music
- All elements must be skated in the order listed
- If the description of a required move states the direction of the element or the placement of the free leg, then options are NOT allowed
- Time: 1:00 or less

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
<i>Snowplow Sam</i>	<ol style="list-style-type: none"> 1. March followed by a two-foot glide 2. Dip 3. Forward two-foot swizzles - 2-3 in a row 4. Forward snowplow stop 5. Backward wiggles - 2-6 in a row 	<i>Basic 5</i>	<ol style="list-style-type: none"> 1. Backward outside edge on a circle clockwise or counterclockwise 2. Backward crossovers – 4-6 consecutive - both directions 3. One-foot Upright spin – free leg held to side of spinning leg (minimum 3 revolutions) 4. Hockey Stop 5. Side Toe hop - either direction
<i>Basic 1</i>	<ol style="list-style-type: none"> 1. Forward two-foot glide and dip 2. Forward two-foot swizzles - 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles - 6-8 in a row 	<i>Basic 6</i>	<ol style="list-style-type: none"> 1. Forward inside 3-turn - R and L from a standstill 2. Bunny Hop 3. Forward spiral on a straight line - R or L 4. Forward Lunge - R or L 5. T-stop - R or L
<i>Basic 2</i>	<ol style="list-style-type: none"> 1. Forward one-foot glide - either foot (free foot to side of glide foot) 2. Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 3. Moving snowplow stop 4. Two-foot turn in place - forward to backward 5. Backward two-foot swizzles - 6-8 in a row 	<i>Basic 7</i>	<ol style="list-style-type: none"> 1. Forward inside open Mohawk - R to L and L to R from a standstill 2. Ballet jump - either direction 3. Backward crossovers to a backward outside edge landing position, clockwise and counterclockwise 4. Forward inside pivot
<i>Basic 3</i>	<ol style="list-style-type: none"> 1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise - 4-6 consecutive 3. Forward slalom 4. Backward one-foot glide - either foot 5. Two-foot spin – minimum 3 revolutions 	<i>Basic 8</i>	<ol style="list-style-type: none"> 1. Moving forward outside or forward inside three-turns - R and L 2. Waltz jump 3. Mazurka - either direction 4. Combination move – 1 pattern – clockwise or counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position (minimum three revolutions)
<i>Basic 4</i>	<ol style="list-style-type: none"> 1. Forward outside 3-turn - R and L from a standstill 2. Forward outside edge on a circle clockwise or counter clockwise 3. Forward crossovers- 4-6 consecutive- both directions 4. Backward stroking – 4-6 strokes 5. Backward snowplow stop - R or L 		

COMPULSORY PROGRAM

Format: In 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, but is not required to use, any additional elements from previous levels
- If the description of the move states the direction of the element or the placement of the free leg, then options are NOT allowed
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
<i>Freeskate 1</i>	<ol style="list-style-type: none"> 1. Advanced forward stroking – 4-6 consecutive strokes 2. Backward outside three-turns – R and L 3. One-foot upright scratch spin from backward crossovers (minimum 3 revolutions) 4. Waltz jump from backward crossovers 5. Half flip jump 	<i>Freeskate 6</i>	<ol style="list-style-type: none"> 1. Five step Mohawk sequence - 1 set alternating pattern 2. Camel, sit spin combination (minimum of 4 revolutions total) 3. Split jump OR stag jump 4. Waltz jump, 1/2 loop, salchow combination 5. Lutz jump

<i>Freestyle 2</i>	1. Forward outside spiral - R or L OR forward inside spiral - R or L 2. Waltz Three's- R or L – 2-3 sets 3. Beginning back spin - entry optional (minimum 2 revolutions) 4. Waltz jump, side toe hop, waltz jump series 5. Toe loop jump	<i>Adult 1</i>	1. Backward Swizzles 4-6 in a row 2. Forward 1-foot glide R&L 3. Two foot turns 4. Forward curves on 2 feet 5. Snowplow Stop R or L
<i>Freestyle 3</i>	1. Forward crossovers in a figure 8 2. Backward inside three-turns R and L 3. Back spin (minimum 3 revolutions) 4. Salchow jump 5. Waltz jump/toe loop or Salchow/toe loop	<i>Adult 2</i>	1. Forward Stroking 2. Forward Crossovers, clockwise and counter clockwise 3. Backward 1-foot glide R or L 4. Forward Pivot 5. Forward chasses on a circle
<i>Freestyle 4</i>	1. Forward power 3's, 2-3 consecutive sets - R or L 2. Sit spin (minimum 3 revolutions) 3. Loop jump 4. Waltz jump/loop jump	<i>Adult 3</i>	1. Forward 3-Turns Outside OR Inside - R&L 2. Alternate backward crossovers with two-foot transition 3. Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle 4. Power 3-turns one direction only 5. Backward Chasses on a circle
<i>Freestyle 5</i>	1. Camel spin (minimum 3 revolutions) 2. Forward upright spin to back upright spin (minimum 3 revolutions each foot) 3. Loop/loop jump 4. Flip jump	<i>Adult 4</i>	1. Forward 3-Turns Outside OR Inside - R&L 2. Alternate backward crossovers with two-foot transition 3. Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle 4. Power 3-turns one direction only 5. Backward Chasses on a circle

BASIC PROGRAMS 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
- Vocal music is allowed
- The skater may use elements from a previous level
- If the description of a required move states the direction of the element or the placement of the free leg, then options are NOT allowed
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:00 +/- 10 seconds

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
<i>Snowplow Sam</i>	1. March followed by a two-foot glide 2. Dip 3. Forward two-foot swizzles - 2-3 in a row 4. Forward snowplow stop 5. Backward wiggles - 2-6 in a row	<i>Basic 5</i>	1. Backward crossovers – 4-6 consecutive - both directions 2. One-foot Upright spin – free leg held to side of spinning leg (minimum 3 revolutions) 3. Hockey Stop 4. Side Toe hop - either direction
<i>Basic 1</i>	1. Forward two-foot glide and dip 2. Forward two-foot swizzles - 6-8 in a row 3. Forward snowplow stop 4. Backward wiggles - 6-8 in a row	<i>Basic 6</i>	1. Forward inside 3-turn - R and L from a standstill 2. Bunny Hop 3. Forward spiral on a straight line - R or L 4. Forward Lunge - R or L 5. T-stop - R or L
<i>Basic 2</i>	1. Forward one-foot glide - either foot (free foot to side of glide foot) 2. Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot 3. Moving snowplow stop 4. Two-foot turn in place - forward to backward 5. Backward two-foot swizzles - 6-8 in a row	<i>Basic 7</i>	1. Forward inside open Mohawk - R to L and L to R from a standstill 2. Ballet jump - either direction 3. Backward crossovers to a backward outside edge landing position, clockwise and counterclockwise 4. Forward inside pivot
<i>Basic 3</i>	1. Forward stroking 2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise - 4-6 consecutive 3. Forward slalom 4. Backward one-foot glide - either foot 5. Two-foot spin – minimum 3 revolutions	<i>Basic 8</i>	1. Moving forward outside or forward inside three-turns - R and L 2. Waltz jump 3. Mazurka - either direction 4. Combination move – 1 pattern – clockwise or counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge 5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position (minimum three revolutions)
<i>Basic 4</i>	1. Forward outside 3-turn - R and L from a standstill 2. Forward crossovers- 4-6 consecutive- both directions 3. Backward stroking – 4-6 strokes 4. Backward snowplow stop - R or L		

BASIC FREESKATE PROGRAMS WITH MUSIC AND ADULTS

Format: In 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, but is not required to use, any additional elements from previous levels
- If the description of the move states the direction of the element or the placement of the free leg, then options are NOT allowed
- A .2 deduction will be taken for each element performed from a higher level
- Time: 1:15 or less

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
<i>Freestyle 1</i>	1. Advanced forward stroking – 4-6 consecutive strokes 2. One-foot upright scratch spin from backward crossovers (minimum 3 revolutions) 3. Waltz jump from backward crossovers 4. Half flip jump	<i>Freestyle 6</i>	1. Camel, sit spin combination (minimum of 4 revolutions total) 2. Split jump OR stag jump 3. Waltz jump, 1/2 loop, salchow combination 4. Lutz jump
<i>Freestyle 2</i>	1. Forward outside spiral - R or L OR forward inside spiral - R or L 2. Beginning back spin - entry optional (minimum 2 revolutions) 3. Waltz jump, side toe hop, waltz jump series 4. Toe loop jump	<i>Adult 1</i>	1. Backward Swizzles 4-6 in a row 2. Forward 1-foot glide R&L 3. Two foot turns 4. Forward curves on 2 feet 5. Snowplow Stop R or L
<i>Freestyle 3</i>	1. Forward crossovers in a figure 8 2. Back spin (minimum 3 revolutions) 3. Salchow jump 4. Waltz jump/toe loop or Salchow/toe loop	<i>Adult 2</i>	1. Forward Stroking 2. Forward Crossovers, clockwise and counter clockwise 3. Backward 1-foot glide R or L 4. Forward Pivot 5. Forward Chasses on a circle
<i>Freestyle 4</i>	1. Forward power 3's, 2-3 consecutive sets - R or L 2. Sit spin (minimum 3 revolutions) 3. Loop jump 4. Waltz jump/loop jump	<i>Adult 3</i>	1. Forward 3-Turns Outside OR Inside - R&L 2. Alternate backward crossovers with two-foot transition 3. Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle 4. Power 3-turns one direction only 5. Backward Chasses on a circle
<i>Freestyle 5</i>	1. Camel spin (minimum 3 revolutions) 2. Forward upright spin to back upright spin (minimum 3 revolutions each foot) 3. Loop/loop jump 4. Flip jump	<i>Adult 4</i>	1. Forward 3-Turns Outside OR Inside - R&L 2. Alternate backward crossovers with two-foot transition 3. Footwork sequence: 3-5 forward crossovers to an inside Mohawk; 3-5 backward crossovers; step forward inside the circle 4. Power 3-turns one direction only 5. Backward Chasses on a circle

BEGINNER (FUNTASTICS) EVENTS

Skaters must belong to a club to participate in these events. All Compulsory events will be held on ½ ice. All Free Skating events will be held on full ice.

**** NOTE:** skaters may enter both the Basic Skills events and the Beginner events if they choose to – however to enter Beginner events, the skater must belong to a club.

LEVEL	COMPULSORIES	TIME	FREESKATE	TIME
<i>Tots</i> Must be age five and under on September 1, 2013.	Forward strokes or marches (min 4); two-foot glide; forward two-foot swizzles (min 4); snowplow stop (one or two foot stop permissible); backward wiggles (min 4); two-foot hop on the spot (standstill, no rotation). Elements must be skated in order listed.	1:00 Max	Program skated on full ice to music of skater's choice. Program content is limited to elements in the compulsory program.	1:00 +/- :10
<i>Beginner 1</i> Age 16 and under as of September 1, 2013.	Forward strokes or marches (min 4); two-foot glide and dip; forward two-foot swizzles (min 4); one foot glide (either foot); snowplow stop (one or two foot stop allowed); two-foot hop on the spot (standstill, no rotation). Elements must be skated in order listed.	1:00 Max	Program skated on full ice to music of skater's choice. Program content is limited to elements from the compulsory programs of Tots and Beginner 1.	1:00 +/- :10
<i>Beginner 2</i> Age 16 and under as of September 1, 2013.	Forward strokes (min 4); bunny hop; forward crossovers (min 4 in both directions); forward to backward two-foot turn on a circle (either direction); backward two-foot swizzles (min 4); backward one-foot glide (on both right and left foot). Elements must be skated in order listed.	1:00 Max	Program skated on full ice to music of skater's choice. Program content is limited to elements from the compulsory programs of Beginner 2 and below.	1:00 +/- :10
<i>Beginner 3</i> Age 16 and under as of September 1, 2013.	Backward strokes (min 4); backward crossovers (min 4 in both directions); forward mohawk (either direction); Inside 3-turn (either foot); two-foot spin; T-stop (either foot). Elements skated in any order.	1:00 Max	Program skated on full ice to music of skater's choice. Program content is limited to elements from the compulsory programs of Beginner III and below. Outside 3-turns are also allowed.	1:00 +/- :10
<i>Beginner 4</i> Age 16 and under as of September 1, 2013.	Forward straight-line spiral (either foot); Waltz 3's (3 sets on same foot); lunge; one-foot spin (free foot to skating knee only); waltz jump; Mazurka or Half-Flip. Elements skated in any order.	1:00 Max	Program skated on full ice to music of skater's choice. Jump content is limited to half-revolution jumps (these may be repeated alone or in combination). NOTE: toe loop, half loop, and salchow are FULL revolution jumps and are NOT allowed. One and two foot upright spins are allowed.	1:00 +/- :10
<i>Beginner 5</i> Age 16 and under as of September 1, 2013.	Back inside pivot; forward outside spiral (either foot); Salchow jump; waltz jump- falling leaf - half-flip (from a mohawk take-off) combination; one-foot spin (optional free foot); connecting steps (consisting of 3-turns, Mohawks, bunny hops, crossovers, etc). Elements skated in any order.	1:15 Max	Program skated on full ice to music of skater's choice. Jump content is limited to Salchow, Toe-loop and half-revolution jumps (NOTE: half loop is a FULL revolution jump and is not allowed) that may be repeated alone or in combination. Upright and sit spins allowed with no change of foot or position.	1:30 +/- :10
<i>Beginner 6</i> Age 16 and under as of September 1, 2013.	Forward inside spiral (either foot); Salchow jump; Waltz jump - falling leaf - toe-loop jump combination; loop jump; one-foot upright scratch spin; connecting steps (Consisting of 3-turns, Mohawks, bunny hops, crossovers, etc). Elements skated in any order.	1:15 Max	Program skated on full ice to music of skater's choice. Up to four different single jumps are permitted and may be repeated alone or in combination. No lutz, axels, or multi-revolution jumps are allowed. All one-position spins are allowed, but no combinations.	1:30 +/- :10

<i>Beginner 7</i> Age 16 and under as of September 1, 2013.	Forward outside or inside spiral; loop jump; flip jump; waltz jump - half-loop - salchow jump combination; sit spin (min 3 revs); connecting steps (consisting of 3-turns, Mohawks, bunny hops, crossovers, etc). Elements skated in any order.	1:15 Max	Program is skated on full ice to music of skater's choice. All single jumps except an axel are allowed and may be repeated alone or in combination. Multi-revolution jumps are not allowed. No change-of-foot spins are allowed.	1:30 +/- :10
<i>Adult Beginner 1</i> Age 17 and older as of September 1, 2013	Forward strokes (min 4); Forward crossovers (min 4 in both directions); Forward to backward two-foot turn on a circle (either direction); backward two-foot swizzles (min 4); backward one-foot glide (on right and left foot); snowplow stop (one or two-foot stop). Elements skated in the order listed	1:15 Max	Program is skated on full ice to music of skater's choice. Jump content is limited to half revolution jumps that can be repeated alone or in combination (NOTE: Toe-loop, salchow, and half-loop are considered FULL revolution jumps and are not allowed); One and two-foot upright spins are allowed.	1:00 +/- :10
<i>Adult Beginner 2</i> Age 17 and older as of September 1, 2013	Backward strokes (min 4); Backward crossovers (min 4 in both directions); Two-foot spin – pick up one foot; inside Mohawks (either direction); Waltz jump; half-flip jump. Elements skated in any order.	1:15 Max	Program is skated on full ice to music of skater's choice. Jump content is limited to salchow jumps, toe-loop jumps and half-revolution jumps that may be repeated alone or in combination (NOTE: half-loop jump is considered a FULL revolution jump and is not allowed); Upright spins allowed.	1:30 +/- :10
<i>Adult Beginner 3</i> Age 17 and older as of September 1, 2013	Scratch spin; salchow jump; loop jump; forward outside or inside spiral; Waltz jump- falling leaf - toe-loop jump combination; connecting steps (consisting of 3-turns, Mohawks, bunny hops, crossovers, etc). Elements skated in any order.	1:15 Max	Program is skated on full ice to music of skater's choice. All single jumps except an axel are permitted and may be repeated alone or in combination. Multi-revolution jumps are not allowed. No change-of-foot spins are allowed.	1:30 +/- :10

REGISTER ONLINE FOR CSI !!!!!

Payment via a secured credit card transaction

(Convenience fee applies)

WWW.CENTENNIALSKATINGCLUB.ORG

Simply follow the links for competition information and use the link to register for the competition and pay with a credit card

Paper entry forms are also available online at www.centennials skating club.org