

2014 COLORADO SPRINGS INVITATIONAL/ROCKY MOUNTAIN STATE GAMES

Hosted by the Centennial Skating Club, Sept 10-14, 2014

The Colorado Springs Invitational will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website. This competition is open to all eligible, restricted, reinstated or readmitted persons as defined by the Eligibility Rules, and is a currently registered member of a U.S. Figure Skating member club, a collegiate club or an individual member in accordance with the current rulebook. Please refer to the current rulebook for non-U.S. Citizens.

TEST LEVEL: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event. Skaters who placed in the top four in a final round of their last qualifying competition in their divisions must move up one level, except for novice and higher.

AGE RESTRICTIONS/REQUIREMENTS: Skaters entering juvenile free skate events (Well Balanced Program) must be under 14 years of age at the close of entries. Skaters entering open juvenile free skate events (Well Balanced Program) must be at least 14 years of age at the close of entries.

SERIES INFORMATION

The Colorado Springs Invitational is a participating competition within the 2014 Icemen Sectional Series. The no test, pre-preliminary, preliminary and pre-juvenile Well-Balanced free skate event levels are being offered as part of the 2014 U.S. Figure Skating Icemen Sectional Series and will be conducted in accordance with the 2014 Icemen Sectional Series information found at: [Ice Men Sectional Series Information](#)
Please refer to the 2014 [Icemen Sectional Series webpage](#) for the rules, eligible levels, placement points and Icemen Sectional Series point standings for this competition series.



The Colorado Springs Invitational is also part of the 2014 Colorado Basic Skills Series.

ENTRIES & FEES

Secure online registration and credit card payment available at www.centennialskatingclub.org. Entries must be submitted online no later than **midnight Sunday, August 3, 2014**. Late entries, if accepted, will be assessed a \$30.00 late fee. **Paper Entry forms must be RECEIVED BY August 3, 2014**

First IJS Event	\$100
Additional IJS	\$35
First 6.0 Event	\$90
2 nd 6.0 Event	\$25
3 rd & subsequent 6.0	\$15
First Basic/Beginner	\$50
2 nd Basic/Beg	\$20
3 rd & subsequent Basic/Beg	\$15
1 st Solo Dance	\$30
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	\$30
2 nd event Showcase Duets	\$20
Paper Administrative Fee	\$10

If sending a paper entry form, make checks payable to: 2014 Colorado Springs Invitational
Mail to:
Centennial Skating Club
PO Box 62991
Colorado Springs, CO 80962-2991



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.

CHANGES

All entry changes AFTER THE CLOSE OF ENTRIES (event, level) are subject to referee approval and a \$30.00 change fee.

REFUND POLICY

Full refunds including practice ice, minus the online convenience fee, are available if withdrawal is prior to CLOSE OF ENTRIES. After CLOSE OF ENTRIES, entry refunds are only available if the event is not held due to lack of entries – 2 competitors constitute 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 not refundable for any reason.

FACILITIES

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.

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. Music may be picked up at the registration desk following each event. Every reasonable care will be taken, but the Centennial Skating Club cannot be responsible for CDs left at the end of the competition.

LIABILITY

U.S. Figure Skating, the Centennial Skating Club, and the Mark 'Pa' Sertich Ice Center accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

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 Pre-Juvenile to Senior Free Skate, Adult Gold/Masters Free Skate, and Juvenile/Open Juvenile to Senior Short Programs. **PLEASE NOTE: We are offering IJS or 6.0 to Pre-Juvenile skaters – skaters may choose one or the other or both!** 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, 2014.

PLANNED PROGRAM CONTENT

If you are registered for an IJS event, you are required to complete the planned program content form by **Sunday, August 31, 2014** in the online registration system at www.centennialskatingclub.org. **Anyone not submitting a PPC by the deadline date will be assessed a \$10.00 administrative fee that will be collected at the registration desk before the skater is allowed to skate.**

This event is a standard U.S. Figure Skating Nonqualifying Competition



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.

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, Sept 10th depending on the competition schedule. Practice ice will be available at Sertich Ice Arena starting on Wednesday, September 10 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.**

VIDEO/PHOTOGRAPHY

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.

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.

INFORMATION REGARDING COACHES

U.S. Figure Skating Rule MR 5.11 Coach Compliance

In order to be granted access to work within U.S. Figure Skating sanctioned activities, each coach must complete the following requirements on an annual basis by July 1:

- A. Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;
- B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.
- C. Must complete the appropriate CER courses (A,B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.

D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

For Basic Skills ONLY coaches - Any person, 18 and older, instructing in a U.S. Figure Skating Basic Skills Program must have successfully passed the annual background screen and be registered as a Basic Skills instructor member.

The local organizing committee/club will have a list of compliant coaches who are cleared for a credential at the competition. Coaches will need to check in at the event registration desk and show a government issued photo I.D. to receive a credential. If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed a credential - no exceptions. We strongly urge all coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without compliance is an ethics violation which is reported to U.S. Figure Skating and PSA.

CONTACTS

Registrar: Karen Sulpizio ksul@aol.com
Competition Chair/ Chief Referee: Lisa Landon lisa_landon@comcast.net

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:
Doubletree World Arena
1775 East Cheyenne Mountain Blvd.
719-576-8900
93.00/night
Deadline for Reservations: Sept 1, 2014

SINGLES FREE SKATE – INTRODUCTORY LEVELS, WELL-BALANCED, 6.0 MAJORITY SCORING

See the 2014/2015 rulebook [here](#) for current rules and requirements. **Standard levels offered:** Beginner, High Beginner, No Test, Pre-Preliminary, Preliminary, **Pre-Juvenile**, Adult Pre-Bronze, Adult Bronze, and Adult Silver. Please click [here](#) to see requirements for the No Test and above levels. Please click [here](#) to see the requirements for Beginner/High Beginner. **SPECIAL LEVELS OFFERED ARE LISTED BELOW:** The levels listed below 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.

LEVEL	REQUIREMENTS	TIME
Ltd Pre-Preliminary	Refer to Rule 4280 in 2014/2015 Rule Book – no axels allowed	1:40 Max
Ltd Preliminary	Refer to Rule 4270 in 2014/2015 Rule Book – no double jumps allowed	1:40 Max

SINGLES – FREE SKATE AND SHORT PROGRAM EVENTS – IJS SCORING

See 2014/2015 rulebook [here](#) for current rules and requirements. **Standard Free Skate levels offered:** **Pre-Juvenile**, Juvenile, Open Juvenile, Intermediate, Novice, Junior, Senior, Adult Gold, Masters Int/Nov, and Masters Jr/Sr. **Standard Short Program levels offered:** Intermediate, Novice, Junior, and Senior. Short Program and Free Skate will be held as separate events and NOT combined. Please click [here](#) to see requirements for the above levels. **SPECIAL LEVELS OFFERED FOR SHORT PROGRAM ARE LISTED BELOW:**

LEVEL	REQUIREMENTS	SHORT PROGRAM
Juvenile	Refer to Rule 4240 in 2014/2015 Rule Book for required elements	2:00 Max
Open Juvenile	Refer to Rule 4240 in 2014/2015 Rule Book for required elements - Age 14 and older	2:00 Max

SINGLES – TEST TRACK - 6.0 MAJORITY SCORING

Standard levels offered: Pre-Preliminary, Preliminary, Pre-Juvenile, Juvenile, Intermediate, Novice, Junior, and Senior. Events will be based on the Test Track requirements on the USFS website for 2014/2015 (or the most recent effective date) - descriptions can be found on the USFS website at: [Test Track Definitions](#)

COMPULSORY MOVES (same elements as standard non-qualifying announcement – event rules are different)

Standard levels offered: Beginner, High Beginner, No Test, Pre-Preliminary, Preliminary, Pre-Juvenile, Juvenile, Open Juvenile, Adult Pre-Bronze, Adult Bronze, Adult Silver, Adult Gold, Masters Int/Nov, and Masters Jr/Sr. Test requirements are listed under Free Skating above. Please click [here](#) to get the required element descriptions **ONLY** for each level Beginner through Open Juvenile. Please click [here](#) to get the required elements **ONLY** for Adult levels. **Rules for the event are as follows (we will not be following the rules listed on the links above):** 1) Moves must be executed without music and without stops between elements; 2) Double jumps may not be substituted for single jumps; 3) Combination jumps may not have a change of foot or turn between jumps; 4) Additional or repeated elements and excessive footwork will be penalized; 5) Pre-Preliminary through Pre-Juvenile will be on ½ ice and Juvenile and all adult levels will be on full ice; 6) The Chief Referee and Competition Committee may elect to combine men's and ladies events due to limited entries.

SPINS (same elements as standard non-qualifying announcement – event rules are different)

Standard levels offered: Beginner, High Beginner, No Test, Pre-Preliminary, Preliminary, Pre-Juvenile, Juvenile, Open Juvenile, Adult Pre-Bronze, Adult Bronze, Adult Silver, Adult Gold, Masters Int/Nov, and Masters Jr/Sr. Test and age requirements are listed under Free Skating above. Please click [here](#) to get the required element descriptions **ONLY** for each level Beginner through Open Juvenile. Please click [here](#) to get the required elements **ONLY** for Adult levels. **Rules for the event are as follows (we will not be following the rules listed on the links above):** 1) All levels will skate on 1/2 of the ice surface; 2) No music; 3) Spins must be skated exactly as stated, but may be skated in any order; 4) Counting of revolutions will begin when skater is in a recognizable spin position; 5) Connecting steps may be used, but will have no effect on your score; 6) This event will be judged on control, speed, position, and centering of each spin; 7) The Chief Referee and Competition Committee may elect to combine men's and ladies events due to limited entries.

JUMPS (same elements as standard non-qualifying announcement – event rules are different)

Standard levels offered: Beginner, High Beginner, No Test, Pre-Preliminary, Preliminary, Pre-Juvenile, Juvenile, Open Juvenile, Adult Pre-Bronze, Adult Bronze, Adult Silver, Adult Gold, Masters Int/Nov, and Masters Jr/Sr. Test and age requirements are listed under Free Skating above. Please click [here](#) to get the required element descriptions **ONLY** for each level Beginner through Open Juvenile. Please click [here](#) to get the required elements **ONLY** for Adult levels. **Rules for the event are as follows (we will not be following the rules listed on the links above):** 1) Pre-Preliminary through Pre-Juvenile will be skated on ½ ice - all other levels will skate on full ice; 2) Jumps must be skated in the order in which they are listed; 3) 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; 4) An axel is a single jump; 5) Combination jumps may not have a change of foot or turn between the jumps; 6) 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 in the requirements. 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 optional second attempt.

STEP SEQUENCES (aka Footwork – same rules and elements as standard non-qualifying announcement)

Event Rules: 1) Levels are based on the skaters' highest Moves in the Field test passed; 2) Music of skater's choice, including vocal music, not to exceed the maximum (less time is fine); 3) Skaters perform two different step sequences of their choice; any shape or pattern is permitted; however, skaters must make it clear when their first step sequence ends, and their second begins; 4) Each of the step sequences must include the required steps and/or turns listed for each level; 5) Each step sequence may, and is encouraged to, include additional steps or turns; 6) Each step sequence must utilize the full ice surface; 7) Skaters are encouraged to focus on edge quality, clarity of turns, multi-directional and one-foot skating. Please click [here](#) to get the required element descriptions for each level Beginner through Senior level.

SOLO PATTERN DANCES (NOT the same as the standard non-qualifying announcement event)

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. Skaters may provide their own compulsory dance music. If no music is provided, it will be chosen from standard ISU dance selections by the Chief Referee. 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.

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
Preliminary	Rhythm Blues (2), Canasta Tango (2)	Silver	American Waltz (2), Tango (2)
Pre-Bronze	Cha Cha (2), Swing Dance (2)	Pre-Gold	Paso Doble (2), Blues (3)
Bronze	Hickory Hoedown (2), Willow Waltz (2)	Gold	Argentine Tango (2), Westminster Waltz (2)
Pre-Silver	Foxtrot (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.

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"> Salchow Waltz jump-toe loop combination jump (no turns or steps in between) Axel Combination spin: camel spin to sit spin (no change of foot) Upright spin (optional free foot position, may have one change of foot) Circular step sequence (utilizing the full ice surface)
<i>Adult Team</i>	<ol style="list-style-type: none"> Loop jump A combination jump consisting of two single jumps (axel is considered a single jump) Single jump immediately preceded by connecting steps or other free skating movements Camel spin with a change of foot (forward camel to backward camel spin) Spin combination (one change of foot and at least one change of position) Straight line step sequence utilizing the entire ice surface
<i>Beginner High Team (Beginner 5-7 or Freeski 1-6)</i>	<ol style="list-style-type: none"> Forward Spirals R&L on a circle (either forward inside or forward outside – skater's choice) A Waltz Jump/Toe Loop combination jump A Salchow immediately preceded by connecting steps or other free skating moves. Sit spin Upright Scratch Spin Step sequence covering ½ the ice
<i>Beginner Low Team (Beginner 1-4 or Basic 1-8)</i>	<ol style="list-style-type: none"> Bunny Hop Forward One-foot glide (R or L) blue line to blue line (center of ice) Waltz Jump Two Foot Spin Forward Straight Line Spiral (R or L) covering ½ ice Snowplow stop

**SHOWCASE EVENTS (NOT FROM THE STANDARD NON-QUALIFYING ANNOUNCEMENT)
DRAMATIC, LIGHT ENTERTAINMENT, DUETS**

Levels offered: Basic 1-8/Beginner 1-4, Freeski 1-6/Beginner 5-7, Adult 1-6/Adult Beginner 1-3, Beginner, High Beginner, No Test, Pre-Preliminary, Preliminary, Pre-Juvenile, Juvenile, Teen, Intermediate, Young Adult, Novice, Junior, Senior, Adult Pre-Bronze, Adult Bronze, Adult Silver, Adult Gold, and Masters. **Test requirements are based on Free Skate test only! To compete in these events, the skater(s) must be a member(s) of a club or an individual member(s) of US Figure Skating.** 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

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, 2014.	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, 2014.	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, 2014.	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, 2014.	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, 2014.	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, 2014.	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, 2014.	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, 2014.	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, 2014	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, 2014	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, 2014	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

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 four of the nine registered Series Basic Skills Competitions to be eligible for accumulating points. **Skaters must compete in a minimum of 4 competitions. The best 4 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:

1 st place	6 points
2 nd place	5 points
3 rd place	4 points
4 th place	3 points
5 th place	2 points
6 th 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 9 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 total number of skaters that the competitor has skated against throughout the series (all competitions and not just the competitions with the 4 best scores) will be the 1st tie breaker. The total score for all freeskate events during the season will be the 2nd tie breaker, and the number of levels increased throughout 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 Freeskate 6. The trophies and ribbons will be awarded to the skaters at their level as of the last competition in the series.

Rules and Format:

COMPETITION ANNOUNCEMENT

The U.S. Figure Skating Skate Colorado Basic Skills Competition Series is sponsored equally by the 9 participating ice rinks and/or U.S. FIGURE SKATING member clubs. Competition packages will be available at all participating ice rinks and/or via the club or rink websites. Each competition will have its own entry forms and specific rules so please make sure to read the entire announcement for each competition.

ELIGIBILITY RULES FOR PARTICIPANTS

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.

For Snowplow Sam – Basic 8, 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 1/2 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

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

REQUIRED ELEMENTS

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
Snowplow Sam 1-3	<ul style="list-style-type: none"> • March followed by a two foot glide and dip • Forward two foot swizzles 2-3 in a row • Forward snowplow stop • Backward wiggles 2-6 in a row 	Free Skate 1	<ul style="list-style-type: none"> • Advanced forward stroking - 4-6 consecutive • Backward outside three-turns R & L • One-foot upright scratch spin from backward crossovers-minimum 3 revolutions • Waltz jump from backward crossovers • Half flip jump
Basic 1	<ul style="list-style-type: none"> • Forward two foot glide and dip • Forward two foot swizzles 6-8 in a row • Forward snowplow stop • Backward wiggles 6-8 in a row 	Free Skate 2	<ul style="list-style-type: none"> • Forward outside or inside spiral - R or L • Waltz Three's - R or L, 2-3 sets • Beginning back spin - entry optional –minimum 2 revolutions • Waltz jump, side toe hop, waltz jump sequence • Toe loop jump
Basic 2	<ul style="list-style-type: none"> • Forward one foot glide - either foot • Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot • Moving snowplow stop • Two foot turn in place- forward to backward • Backward two foot swizzles 6 - 8 in a row 	Free Skate 3	<ul style="list-style-type: none"> • Forward crossovers in a figure 8 • Backward inside three-turns, R & L • Back spin- minimum 3 revolutions • Salchow jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Basic 3	<ul style="list-style-type: none"> • Forward stroking • Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive • Forward slalom • Backward one foot glide - either foot • Two foot spin – minimum three revolutions 	Free Skate 4	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets-R or L • Sit spin- minimum three revolutions • Loop jump • Waltz jump/loop jump combination
Basic 4	<ul style="list-style-type: none"> • Standstill forward outside three-turn - R & L • Forward outside edge on a circle clockwise or counter clockwise • Forward crossovers 4-6 consecutive both directions • Backward stroking - 4-6 strokes • Backward snowplow stop - R or L 	Free Skate 5	<ul style="list-style-type: none"> • Camel spin- minimum 3 revolutions • Forward upright spin to back upright spin- minimum three revolutions, each foot • Loop/loop jump combination • Flip jump
Basic 5	<ul style="list-style-type: none"> • Backward outside edge on a circle clockwise or counterclockwise • Backward crossovers 4-6 consecutive - both directions • Basic one foot spin – free leg held to side of spinning leg - minimum 3 revolutions • Side toe hop -either direction • Hockey stop 	Free Skate 6	<ul style="list-style-type: none"> • Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6) • Camel, sit spin combination - minimum of 4 revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Lutz jump
Basic 6	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L 	Adult 1	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops

Basic 7	<ul style="list-style-type: none"> Standstill forward inside open Mohawk - R to L and L to R Ballet Jump - either direction Back crossovers to a back outside edge landing position clockwise and counter clockwise Forward inside pivot 	Adult 2	<ul style="list-style-type: none"> Forward stroking showing correct use of the blade Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row Forward one-foot glides Slalom Backward swizzles, (4 to 6 in a row, clockwise and counterclockwise)
Basic 8	<ul style="list-style-type: none"> Moving forward outside or forward inside three-turns R & L Waltz jump Mazurka - either direction Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position - minimum 3 revolutions 	Adult 3	<ul style="list-style-type: none"> Forward outside and inside edges on a circle, (clockwise and counterclockwise) Forward crossovers, (clockwise and counterclockwise) Backward ½ swizzle pumps on a circle (4 to 6 in a row consecutive, clockwise and counterclockwise) Moving forward to backward and backward to forward two-foot turn Beginning 2-foot spin
		Adult 4	<ul style="list-style-type: none"> Basic forward outside and forward inside consecutive edges Backward edges on a circle, (outside and inside, clockwise and counterclockwise) Backward crossovers, (clockwise and counterclockwise, 5 consecutive) Forward outside 3-turns, right and left Forward outside swing rolls to a count of 6
		Adult 5	<ul style="list-style-type: none"> Forward and Backward Crossovers in a Figure 8 pattern Forward outside to inside change of edge on a line T-stop, right or left Forward inside 3-turns, R & L Beginning one foot spin
		Adult 6	<ul style="list-style-type: none"> Forward Perimeter Stroking with crossover end patterns Backward crossovers to a backward outside edge glide Lunge Spiral Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)

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

BASIC FREESKATE PROGRAMS WITH MUSIC AND ADULTS

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

- Vocal 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 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 1:30+/-10sec

REQUIRED ELEMENTS

LEVEL	REQUIREMENTS	LEVEL	REQUIREMENTS
Snowplow Sam 1-3	<ul style="list-style-type: none"> March followed by a two foot glide and dip Forward two foot swizzles 2-3 in a row Forward snowplow stop Backward wiggles 2-6 in a row 	Free Skate 1	<ul style="list-style-type: none"> Advanced forward stroking - 4-6 consecutive One-foot upright scratch spin from backward crossovers-minimum 3 revolutions Waltz jump from backward crossovers Half flip jump
Basic 1	<ul style="list-style-type: none"> Forward two foot glide and dip Forward two foot swizzles 6-8 in a row Forward snowplow stop Backward wiggles 6-8 in a row 	Free Skate 2	<ul style="list-style-type: none"> Forward outside - R or L Beginning back spin - entry optional –minimum 2 revolutions Waltz jump, side toe hop, waltz jump sequence Toe loop jump
Basic 2	<ul style="list-style-type: none"> Forward one foot glide - either foot Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot Moving snowplow stop Two foot turn in place- forward to backward Backward two foot swizzles 6 - 8 in a row 	Free Skate 3	<ul style="list-style-type: none"> Forward crossovers in a figure 8 Back spin- minimum 3 revolutions Salchow jump Waltz jump/toe loop or Salchow/toe loop jump combination
Basic 3	<ul style="list-style-type: none"> Forward stroking Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive Forward slalom Backward one foot glide - either foot Two foot spin – minimum three revolutions 	Free Skate 4	<ul style="list-style-type: none"> Forward power 3's, 2-3 consecutive sets-R or L Sit spin- minimum three revolutions Loop jump Waltz jump/loop jump combination
Basic 4	<ul style="list-style-type: none"> Standstill forward outside three-turn - R & L Forward crossovers 4-6 consecutive both directions Backward stroking - 4-6 strokes Backward snowplow stop - R or L 	Free Skate 5	<ul style="list-style-type: none"> Camel spin- minimum 3 revolutions Forward upright spin to back upright spin- minimum three revolutions, each foot Loop/loop jump combination Flip jump

Basic 5	<ul style="list-style-type: none"> • Backward crossovers 4-6 consecutive - both directions • Basic one foot spin – free leg held to side of spinning leg - minimum 3 revolutions • Side toe hop -either direction • Hockey stop 	Free Skate 6	<ul style="list-style-type: none"> • Camel, sit spin combination - minimum of 4 revolutions total • Split jump or stag jump • Waltz jump, ½ loop, Salchow jump sequence • Lutz jump
Basic 6	<ul style="list-style-type: none"> • Standstill forward inside three-turn - R & L • Bunny Hop • Forward spiral on a straight line - R or L • Lunge - R or L • T-stop - R or L 	Adult 1	<ul style="list-style-type: none"> • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops
Basic 7	<ul style="list-style-type: none"> • Standstill forward inside open Mohawk - R to L and L to R • Ballet Jump - either direction • Back crossovers to a back outside edge landing position clockwise and counter clockwise • Forward inside pivot 	Adult 2	<ul style="list-style-type: none"> • Forward stroking showing correct use of the blade • Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row • Forward one-foot glides • Slalom • Backward swizzles, (4 to 6 in a row, clockwise and counterclockwise)
Basic 8	<ul style="list-style-type: none"> • Moving forward outside or forward inside three-turns R & L • Waltz jump • Mazurka - either direction • Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge • Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position - minimum 3 revolutions 	Adult 3	<ul style="list-style-type: none"> • Forward outside and inside edges on a circle, (clockwise and counterclockwise) • Forward crossovers, (clockwise and counterclockwise) • Backward ½ swizzle pumps on a circle (4 to 6 in a row consecutive, clockwise and counterclockwise) • Moving forward to backward and backward to forward two-foot turn • Beginning 2-foot spin
		Adult 4	<ul style="list-style-type: none"> • Basic forward outside and forward inside consecutive edges • Backward edges on a circle, (outside and inside, clockwise and counterclockwise) • Backward crossovers, (clockwise and counterclockwise, 5 consecutive) • Forward outside 3-turns, right and left • Forward outside swing rolls to a count of 6
		Adult 5	<ul style="list-style-type: none"> • Forward and Backward Crossovers in a Figure 8 pattern • Forward outside to inside change of edge on a line • T-stop, right or left • Forward inside 3-turns, R & L • Beginning one foot spin
		Adult 6	<ul style="list-style-type: none"> • Forward Perimeter Stroking with crossover end patterns • Backward crossovers to a backward outside edge glide • Lunge • Spiral • Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)

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