





The Seventh Annual
John Smith Memorial Competition
September 19 – 21, 2014



4705 Indian Trail – Fairview Road Indian Trail, NC 28079





The John Smith Memorial Competition 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. The Basic Skills portion of this competition is part of the Southern Grand Prix.

ELIGIBILITY/TEST LEVEL:

Test level: Competition level is the highest Free Skate 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. The competition is open to ALL skaters who are currently eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of US Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing of US Figure Skating.

Snowplow Sam and Basic Skills 1-8 skaters must skate at highest level passed or one level higher and **NO** official U.S. Figure Skating tests may have been passed including MIF or individual dances.

Free skate 1-6, eligibility will be based only upon highest free skate test level passed (moves in the field test level will not determine skater's competitive level). Skaters may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition. Basic Skills events will be divided as closely as possible by age with groups sized so that all participants receive awards.

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.

Skaters entering beginner – pre-juvenile events will be divided as closely as possible by age should the number of entries warrant more than one group.



<u>ENTRIES:</u> Entryeeze online electronic application (required) is available at www.carolinastsc.org. Entry Deadline is August 15, 2014.

<u>Space Permitting, entries may be accepted after August 15, 2014 & will be subject to a \$30.00 late fee</u>.

Entry fees are as follows:

First IJS Event \$125

Additional IJS Event \$80

First Non-IJS Event \$90

Additional Non-IJS Event \$50

First Basic Skills Event \$65

Additional Basic Skills Event \$35

*If a skater skates an IJS event & a Non-IJS event, the Non IJS event will cost \$50.

Please review your event selections carefully.

Any change of event as a result of your mistake will result in a \$25 fee for each event changed! Carolinas FSC reserves the right to limit entries by event based on entries received prior to the deadline, if estimated skating time exceeds available ice time. Further, Carolinas FSC reserves the right to divide or combine any event if necessary and to cancel any events (with full refund of entry fees for cancelled event only).

REFUND POLICY: Entry fees will not be refunded for any reason unless the event is canceled. There will be no refunds for medical withdrawals. The online processing fees are not refundable. Checks returned for non-sufficient funds and contested credit card charges will be issued a \$30 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events. Notification of competition and practice ice times will be available on Entryeeze.

FACILITIES: The competition will be held at Indian Trail-Fairview Road Indian Trail, NC 28079. The Extreme Ice Center has two ice surfaces that measure 85'x 200' with rounded corners and hockey barriers and seating in each arena. The rink also has a puddle surface as well as dressing rooms, snack bar, and a pro shop. The facility does not allow outside food or drink.

<u>MUSIC:</u> Skaters must supply their official competition music. It must be turned in at the registration table 1 hour prior to event on a CD, clearly labeled with name, event to be skated and duration of music. **CD's must have only one track!**

A duplicate CD should be readily available. Music may be picked up at the registration table following each event. Every reasonable care will be taken, but the Carolinas FSC cannot be responsible for CDs left at the end of the competition.

LIABILITY: U.S. Figure Skating, Carolinas FSC, and the Extreme 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 International Judging System (IJS) will be used for the following events:

- Well Balanced Program free skate events, juvenile senior
- Short program events, juvenile senior
- Free dance events, juvenile senior
- Short dance events, junior senior
- Pattern dance events (partnered only), juvenile novice

All competitors skating in these events need to submit the planned program content form online through Entryeeze. The deadline to submit the form is September 5, 2014

The 6.0 Majority Judging System will be used for:

- All Basic Skills Events
- Well Balanced Program free skate events, pre-preliminary pre-juvenile
- Introductory free skate events (beginner, high beginner, no-test)
- All Test Track events
- All specialty singles events (spins, jumps, compulsory moves, etc.)

<u>REGISTRATION:</u> Registration will be open one hour before the first event and run through the last event of the day. The registration table will be located in the front of the Extreme Ice Center. Please register promptly upon arrival.

PRACTICE ICE: Will be determined after the close of entries and will be available online. Practice ice selection information including date & time will be available on Entryeeze. Practice ice sessions will be 20 minutes. Pre-paid practice ice is \$14 per session. Remaining practice ice will be sold at a cost of \$17 per session.

<u>PHOTOGRAPHY/VIDEOGRAPHY</u> Professional videotaping and photography will be available. No power source will be available for individual videotaping; however, it is permitted from the seating area only. FLASH PHOTOGRAPHY is NOT permitted as it is a distraction and danger to our skaters. No Tripods allowed.

<u>AWARDS:</u> Medals will be awarded to the top **four** skaters in each flight for all events except final round events. Final round event awards will be given to the top **three** skaters. **Juvenile through Senior Free Skate events with 24 or more skaters will skate a qualifying round for placement into a final round.** All Basic Skills Participants will be awarded medals.

<u>OFFICIAL NOTICES:</u> An official bulletin board will be maintained in the Extreme Ice Center lobby. It is the responsibility of each competitor, parent and coach to check the bulletin board frequently for any schedule changes and/or additional information. Skaters are requested to arrive 1 hour prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition. Notification of competition and practice ice times will also be available on Entryeeze.

<u>CRITIQUES:</u> Complimentary critiques for IJS events Juvenile/Open Juvenile through Senior only may be offered if time permits. Please check with the registration desk for more information or to sign up.



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 – <u>no exceptions</u>. 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.

For more information regarding Coach Compliance, please refer to: http://www.usfigureskating.org/Content/Coaching%20Compliance%20Toolkit.pdf

<u>CONTACT INFO:</u> If you have questions, please contact Competition Chairman, Jen Hoctor - email: kyrahoctorskates@gmail.com

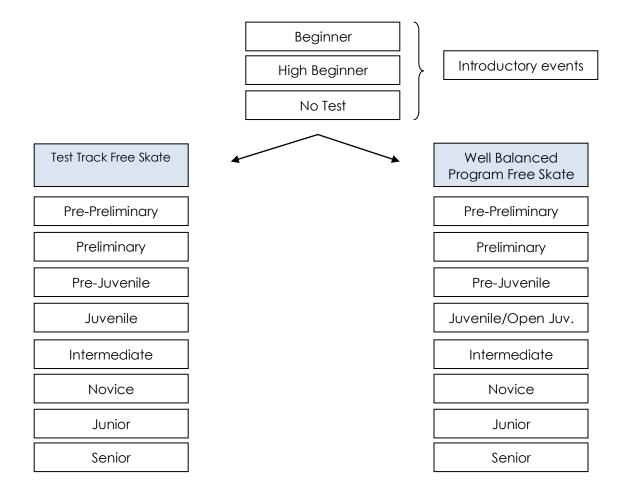
<u>ADDITIONAL INFORMATION</u>: Official Hotel information can be found on our website: carolinastsc.org



SINGLES FREE SKATING EVENTS

See current rulebook or click <u>here</u> for current rules and requirements.

Illustration of Singles Free Skating Events:







EVENT: Introductory Levels Free Skate Program

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

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner 1:30 +/- 10 sec.	Max. 5 jump elements: • Jumps with no more than one-half rotation (front to back or back to front). • Max. 2 jump sequences • Max. 2 of any same jump	Max. 2 spins: • Two upright spins, no change of foot, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
High Beginner 1:30 +/- 10 sec.	 Max. 5 jump elements: Jumps with no more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow and toe loop only. Max. 2 jump combinations or sequences Max. 2 of any same type jump. 	Max. 2 spins: • Two upright spins, change of foot optional, no flying entry (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating Basic Skills free skating badge tests
No-Test 1:40 Max	Max. 5 jump elements: • Up to 2 may be jump combos or sequences • Jump combos are limited to 2 jumps • Jump sequences are limited to 3 single jumps (half-loop is not considered a single jump at this level) • No Axels or double jumps are permitted	Max. 2 spins: Spins must be of different character. Each spin much have a Minimum of 3 revolutions. Spins may change feet, position and start with a fly.	One step sequence that utilizes ½ of the ice surface	





EVENT: Test Track Free Skate

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

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:30 +/- 10 sec.	Maximum of 5 jump elements: Jumps with not more than one-half rotation (front to back or back to front including half-loop) Single rotation jumps: Salchow, toe loop and loop only. Max. 2 jump combinations or sequences Max. 2 of any same type jump	Maximum of 2 spins: • Two spins of a different nature, one position only. No change of foot, no flying entry. (Min. 3 revolutions)	Connecting moves and steps should be demonstrated throughout the program	Skaters may not have passed tests higher than U.S. Figure Skating pre-preliminary free skate test
Preliminary 1:30 +/- 10 sec.	Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same type jump	Maximum of 2 spins: One spin in one position; no change of foot, no flying entry. (Min. 3 revolutions) One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min. 3 revolutions per foot)	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating prepreliminary free skate test but may not have passed tests higher than the preliminary free skate test
Pre-Juvenile 2:00 +/- 10 sec.	 Maximum of 5 jump elements: Jumps with not more than one rotation (no Axels). Max. 2 jump combinations or sequences Max. 2 of any same 	Maximum of 2 spins: One spin in one position, no change of foot (Min. 3 revolutions) One combination spin: forward camel spin to forward sit	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating preliminary free skate test but may not have passed tests



	type jump	spin; change of foot optional (Min. 6 revolutions). Spins may not fly.		higher than pre- juvenile free skate test
Juvenile 2:15 +/- 10 sec.	Maximum of 5 jump elements: Any single jumps, including Axel, are permitted. Max. 2 jump combinations or sequences Max. 2 of any same type jump	 Maximum of 2 spins: One solo spin in one position, no change of foot (Min. 4 revolutions). One combination spin with one change of foot and at least one change of position, must include two of the basic spin positions. (Min. 4 revolutions per foot) Only solo spin may fly 	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating pre-juvenile free skate test but may not have passed tests higher than juvenile free skate test
Intermediate 2:30 +/- 10 sec.	Maximum of 6 jump elements:	Maximum of 2 spins: One must be a flying spin (min 5 revolutions), One must be a combination spin with at least one change of foot and at least one change of position (minimum 4 revolutions per foot).	One step sequence fully utilizing ice surface	Skaters must have passed at least the U.S. Figure Skating juvenile free skate test but may not have passed tests higher than intermediate free skate test
Novice Ladies: 3:00 +/- 10 sec. Men: 3:30 +/- 10 sec.	Maximum of 7 jump elements for men and 6 for ladies:	Maximum of 3 spins, of a different nature: One must be a combination spin with at least one change of foot and at least one change of position (min 5 revs per foot) The other spins are the option of the skater (min 6 revolutions per foot) All spins may fly	One step sequence or spiral sequence fully utilizing ice surface (see rule 4104 & 4105 for remarks)	Skaters must have passed at least the U.S. Figure Skating intermediate free skate test but may not have passed tests higher than novice free skate test
Junior Ladies: 3:30 +/- 10 sec.	Maximum of 8 jump elements for men and 7 for ladies: • Any single jumps. • Double jumps	Maximum of 3 spins of a different nature: One spin in one position (Min. 6	One step sequence fully	Skaters must have passed at least



Men: 4:00 +/- 10 sec.	permitted: double Salchow, double toe loop, double loop and double flip Maximum of 3 jump combinations or sequences Max. 2 of any same type jump	revolutions) One flying spin (Min. 6 revolutions) One combination spin consisting of all three basic positions and one change of foot (2 per position, min. 5) revolutions per foot)	utilizing ice surface (See rule 4105 for remarks)	the U.S. Figure Skating novice free skate test but may not have passed tests higher than junior free skate test
Senior Ladies: 4:00 +/- 10 sec. Men: 4:30 +/- 10 sec.	Maximum of 8 jump elements for men and 7 for ladies:	Maximum of 3 spins of a different nature: One spin in one position (Min. 6 revolutions) One flying spin (Min. 6 revolutions) One combination spin consisting of all three basic spin positions and one change of foot (2 per position, min. 5 revolutions per foot)	Men: Two different step sequences, one being of advanced difficulty, both fully utilizing the ice surface. (See rule 4105 for remarks) Ladies: One step sequence of advanced difficulty, covering the full ice surface and one spiral sequence. (See rule 4104 & 4105 for remarks.)	Skaters must have passed at least the U.S. Figure Skating junior free skate test





EVENT: Well Balanced Program Free Skate

- Skaters may <u>not</u> enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same non qualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted for pre-preliminary intermediate.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- Either IJS or the 6.0 judging system may be used for this event.
- All relevant and appropriate IJS rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on www.usfigureskating.org, under "Technical Information", then "Singles/Pairs"

Level	Time	Jumps	Spins	Step Sequences
Pre- Preliminary	1:40 Max Vocal music permitted	 Maximum of 5 jump elements: a) Any single jumps, including Axel, allowed. b) Max. 2 jump combinations or sequences c) Jump combinations are limited to 2 jumps. d) Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump in this level.) e) Axel may be repeated as an individual jump, as part of a jump combination or jump sequence. Max of 2 Axels. f) Double or triple jumps are not allowed. 	Maximum of 2 spins: a) Spins must be of a different character b) Spins may change feet and/or position. c) Spins may start with a fly. d) Minimum of 3 revolutions	a) One step sequence that must use ½ of the ice surface. b) MIF & spiral sequences are permitted but not counted as elements. c) Jumps may be included in the step sequence
Preliminary	1:30 +/- 10 sec. Vocal music permitted	Maximum of 5 jump elements: a) One must be an Axel or waltz-jump type jump. b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in a jump sequence is limited to a max. of 3 single jumps or double jumps (½ loop is not considered a single jump at this level.) e) Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop only) f) Axel and chosen double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences, but no Axel or double jump may be repeated more than once. g) Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. h) Double flips, double Lutzes, double Axels & triple jumps are not allowed.	Maximum of 2 spins: a) Spins must be of a different character b) Spins may change feet and/or position. c) Spins may start with a fly. d) Minimum of 3 revolutions	a) One step sequence that must use ½ of the ice surface. b) MIF & spiral sequences are permitted but not counted as elements. c) Jumps may be included in the step sequence
Pre-Juvenile	2:00 +/-	Maximum of 5 jump elements: a) One must be an Axel type jump.	Maximum of 2 spins: a) 1 spin combination;	a) One step



	10 sec. Vocal music permitted	 b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in jump sequence is limited to a max. of 3 single or double jumps. (½ loop is not considered a single jump at this level.) e) Axel and no more than 3 different double jumps may be repeated as individual jumps, as part of jump combination or jump sequence, but no axel or double jump may be repeated more than once. f) Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded. g) No double Axels or triple jumps 	with/without change of foot*, may start w/ fly. b) I spin with only I position*, may start w/ fly, no change of foot c) Min 4 revs.; 6 revs. for combo d) Spins must be of a different character	sequence fully utilizing ice surface. b) MIF & spiral sequences are permitted but not counted as elements. c) Jumps may be included in the step sequence
Juvenile (under 14 years) & Open Juvenile (14 years or older)	2:15 +/- 10 sec.	Maximum of 5 jump elements: a) One must be an Axel-type jump* b) Max. 2 jump combinations or sequences c) Jump combinations limited to 2 jumps d) Number of jumps in jump sequence is not limited e) No more than 3 double jumps may be repeated (1 each), & if repeated, at least 1 attempt must be as part of combination or sequence. Max 2 of same double jump. f) No triple jumps	Maximum of 2 spins: a) 1 spin combination; with/without change of foot* b) 1 spin with only 1 position; no change of foot* c) Both spins may start with a fly d) Min 5 revs.; 8 revs. for combination e) Min 2 revs. in position f) Spins must be of a different character	One choreographic step sequence fully utilizing ice surface.
Intermediate	2:30 +/- 10 sec.	Maximum of 6 jump elements: a) 1 must be an Axel-type jump* b) Max 3 jump combinations (combos) or sequences c) Jump combinations limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) No more than 3 different double/triple jumps may be repeated; only 1 repeat may be a triple if repeated, & at least 1 attempt must be as part of combination or sequence. Max 2 same double or triple.	Maximum of 2 spins: a) 1 spin combination; w/without change of foot* b) 1 spin with only 1 position; no change of foot* c) Both spins may start with a fly d) Min 5 revs.; 8 revs. for combo e) Min 2 revs. in position f) Spins must be of a different character	One choreographic step sequence fully utilizing ice surface.
Novice Ladies	3:00 +/- 10 sec.	Maximum of 6 jump elements: a) One must be an Axel-type jump* b) Max 3 jump combinations (combos) or sequences c) Jump combinations limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) No more than 2 jumps that are 2 ½ or 3 revolutions may be repeated. If double Axel or triple jumps are repeated, at least one attempt must be part of a jump combo or sequence. Max 2 same double or triple.	Maximum of 3 spins: a) Spins must be of a different character b) 1 flying entry w/ no change of foot or position* c) 1 spin combination; w/without change of foot* d) 3rd spin is option of skater e) Min 6 revs.; 10 revs. for combo f) Min 2 revs. in position g) Spins may change feet and start with a fly, except h) for the flying spin with no change of foot or position	One leveled step sequence Fully utilizing the ice surface
Novice Men	3:30 +/- 10 sec.	Maximum of 7 jump elements: a) One must be an Axel-type jump* b) Max 3 jump combinations (combos) or	Maximum of 3 spins: a) Spins must be of a different character	One leveled step sequence



		sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) One double Axel and two different triple jumps may be repeated. f) If double Axel or triple jumps repeated, at least one attempt must be in combo or sequence. g) No more than two of the same type of double or triple may be attempted.	b) I flying entry w/ no change of foot or position* c) I spin combination; w/without change of foot* d) 3rd spin is option of skater e) Min 6 revs.; 10 revs. for combo f) Min 2 revs. in position g) Spins may change feet and start with a fly, except for the flying spin with no change of foot or position	Fully utilizing the ice surface.
Junior Ladies	3:30 +/- 10 sec.	Maximum of 7 jump elements: a) One must be an Axel-type jump * b) Max 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but at least one attempt must be in combo or f) sequence g) Max 2 of any double jump including double Axel as solo jump or in combo/sequence	Maximum of 3 spins: a) 1 flying entry* b) 1 spin combination; w/without change of foot* c) 1 spin with only 1 position * d) Min 6 revs.; 10 revs. for combo e) Min 2 revs. in position f) All spins may change feet and start with a fly g) Spins must be of a different character	One leveled step sequence Fully utilizing the ice surface.
Junior Men	4:00 +/- 10 sec.	Maximum of 8 jump elements: a) One must be an Axel-type jump * b) Max 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but at least one attempt must be in combo or f) sequence g) Max 2 of any double jump including double Axel as solo jump or in combo/sequence	Maximum of 3 spins: a) 1 flying entry* b) 1 spin combination; w/without change of foot* c) 1 spin with only 1 position * d) Min 6 revs.; 10 revs. for combo e) Min 2 revs. in position f) All spins may change feet and start with a fly g) Spins must be of a different character	One leveled step sequence Fully utilizing the ice surface.
Senior Ladies	4:00 +/- 10 sec.	Maximum of 7 jump elements: a) One must be an Axel-type jump * b) Max 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but at least one attempt must be in combo or Sequence f) Max 2 of any double jump including	Maximum of 3 spins: a) 1 flying entry* b) 1 spin combination; w/without change of foot* c) 1 spin with only 1 position * d) Min 6 revs.; 10 revs. for combo e) Min 2 revs. in position f) All spins may change feet and start with a fly g) Spins must be of a different character	One leveled step sequence One choreographic sequence Fully utilizing the ice surface



	double Axel as solo jump or in combo/sequence		
Senior Men 4:30 +/- 10 sec.	 Maximum of 8 jump elements: a) One must be an Axel-type jump * b) Max 3 jump combinations (combos) or sequences c) Combos limited to 2 jumps, but one 3-jump combo is permitted d) Number of jumps in jump sequence is not limited e) 2 triples or quads may be repeated, but at least one attempt must be in combo or sequence f) Max 2 of any double jump including double Axel as solo jump or in combo/sequence 	Maximum of 3 spins: a) 1 flying entry* b) 1 spin combination; w/without change of foot* c) 1 spin with only 1 position * d) Min 6 revs.; 10 revs. for combo e) Min 2 revs. in position f) All spins may change feet and start with a fly g) Spins must be of a different character	One leveled step sequence One choreographic sequence Fully utilizing the ice surface



EVENT: Adult Free Skate

- Skaters will skate to the music of their choice. Vocal music IS permitted at all levels.
- Level will be determined by the highest Free Skate test passed.
- Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
- All relevant and appropriate IJS/6.0 rules will be used. Coaches and athletes are expected to be aware of these rules by reading the documents on www.usfigureskating.org, under "Technical Information", then "Adult Skating"
- The following deductions will be taken:
 - -0.1 from each mark for each technical element included that is not permitted in the event description.
 - -0.2 from the technical mark for each extra element included.
 - -0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Time	Jumps	Spins	Step Sequences
ADULT PRE BRONZE * means element is required	1:40 max	Max 4 • Jump combinations and sequences are optional, but no more than 2 combinations or sequences may be included • One jump combination/sequence may consist of three jumps, and the other may have only two jumps. • Each jump may be repeated only once and only as part of combination or sequence (maximum of 2 of any jump) • Only single and half-revolution jumps are allowed • No Lutz, Axel or double jumps are allowed	Max 2 • Min (3) revolutions • No flying spins permitted	Max 1 Connecting steps throughout the program are required
ADULT	1:50	Max 4 • Min 1*, max 2 combinations or	Max 2 • Spins must be of different	Max 1 To be chosen from:



* means element is required	max	sequences; • One combination/sequence may consist of three jumps, and the other may have only two jumps • Each jump may be repeated only once, and only as part of combination or sequence (maximum of 2 of any jump) • All single jumps are permitted (except Axel) • No Axel, double or triple jumps are permitted	character (for definition, see USFS rule 4103E) • Min (3) revs total if no change of foot • Min (3) revs each foot if change of foot • Min (2) revs in position • No flying spins permitted	• Step sequence or • Spiral sequence (any pattern) Must use at least ½ ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
* means element is required	2:10 max	Max 5 • Min 1*, max 2 combinations or sequences • One combination/sequence may consist of three jumps, and the other may have only two jumps • Additional jump sequences which contain non-listed jumps of not more than one revolution (i.e. mazurkas, half-loops, etc.) performed as part of connecting footwork preceding single jumps are permitted • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps are permitted, including an Axel-type jump. • No double or triple jumps are permitted	Max 2 • Spins must be of different character (for definition, see USFS rule 4103E) • Min (3) revs total if no change of foot • Min (3) revs each foot if change of foot • Min (2) revs in position	Max 1 To be chosen from: • Step sequence or • Spiral sequence (any pattern) Must use at least ½ ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP GOLD & ADULT GOLD * means element is required	2:40 max	Max 5 • Min 1*, max 3 combinations or sequences • Two combinations/sequences are limited to two jumps, and one three jump combination/sequence is permitted • Each jump may be repeated only once, and only as part of combination or sequence • All single jumps, including an Axel-type jump, are permitted, as are the following double jumps: double toe loop, double Salchow. • No double-double jump combinations or sequences are permitted • Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted	Max 3 • Spins must be of different character (for definition, see USFS rule 4103E) • Min (4) revs total if no change of foot • Min (4) revs each foot if change of foot • Min (2) revs in position	Max 1 To be chosen from: Choreographic step sequence or Choreographic sequence Must fully utilize the ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP MASTERS INTERMEDIATE/	3:10 max	Max 6 • 1 must be an Axel-type jump* • Min 1*, max 3 combinations or sequences	Max 3 • Spins must be of different character (for definition, see USFS rule 4103E)	Max 1 To be chosen from: Choreographic step sequence



NOVICE & MASTERS INTERMEDIATE & MASTERS NOVICE * means element is required		Two combinations/sequences are limited to two jumps, and one three jump combination/sequence is permitted Each jump may be repeated only once, and only as part of combination or sequence All single jumps and the following double jumps are permitted: double toe loop, double Salchow, double loop Only one double-double jump combination or sequence is permitted Double flip, double Lutz, double Axel and triple jumps are not permitted	Min (5) revs total if no change of foot Min (4) revs each foot if change of foot Min (2) revs in position	or • Choreographic sequence Must fully utilize the ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
CHAMPIONSHIP MASTERS JUNIOR/SENIOR & MASTERS JUNIOR & MASTERS SENIOR * means element is required	3:40 max	Max 7 • 1 must be an Axel-type jump* • Min 1*, max 3 combinations or sequences • Two combinations/sequences are limited to two jumps, and one three jump combination/sequence is permitted • Number of jumps in sequence is unlimited, but only the two highest-value jumps in a jump sequence will be counted • No Axels and multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence	Max 3 • Spins must be of different character (for definition, see USFS rule 4103E) • Min (5) revs total if no change of foot • Min (4) revs each foot if change of foot • Min (2) revs in position	Max 1 To be chosen from: Choreographic step sequence or Choreographic sequence Must fully utilize the ice surface Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as ransitions and marked as such.





EVENT: BASIC PROGRAM EVENT: SNOWPLOW SAM - BASIC 8

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. Vocal music is allowed.

- To be skated on full ice
- The skater may use elements from a previous level
- A .2 deduction will be taken <u>for each</u> element performed from a higher level

Level	Time	Skating rules / standards
		1. March followed by a two foot glide and dip
Snowplow	1:00 +/-10	2. Forward two foot swizzles 2-3 in a row
Sam 1-3	max.	3. Forward snowplow stop
		4. Backward wiggles 2-6 in a row
		1. Forward two foot glide and dip
Basic 1	1:00 +/-10	2. Forward two foot swizzles 6-8 in a row
	max.	3. Forward snowplow stop
		4. Backward wiggles 6-8 in a row
		1. Forward one foot glide - either foot
Basic 2	1:00 +/-10	2. Forward alternating $\frac{1}{2}$ swizzle pumps, in a straight line – 2-3 each foot
	max.	3. Moving snowplow stop
		4. Two foot turn in place- forward to backward
		5. Backward two foot swizzles 6 - 8 in a row
		1. Forward stroking
Basic 3	1:00 +/-10	2. Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6
	max.	consecutive
		3. Forward slalom
		4. Backward one foot glide - either foot
		5. Two foot spin – minimum three revolutions
		1. Standstill forward outside three-turn - R & L
Basic 4	1:00 +/-10	2. Forward crossovers 4-6 consecutive both directions
	max.	3. Backward stroking - 4-6 strokes
		4. Backward snowplow stop - R or L
		Backward crossovers 4-6 consecutive - both directions
	1:00 +/-10	2. Basic one foot spin – free leg held to side of spinning leg - minimum three
Basic 5	max.	revolutions
		3. Side toe hop -either direction
		4. Hockey stop
		1. Standstill forward inside three-turn - R & L
Basic 6	1:00 +/-10	2. Bunny Hop
	max.	3. Forward spiral on a straight line - R or L
		4. Lunge - R or L
		5. T-stop - R or L
D . 7	1.00 . (10	1. Standstill forward inside open Mohawk - R to L and L to R
Basic 7	1:00 +/-10	2. Ballet Jump - either direction
	max.	3. Back crossovers to a back outside edge landing position clockwise and counter
		clockwise
		4. Forward inside pivot
Pario C	1.00 . / 10	Moving forward outside or forward inside three-turns R & L Mostariums
Basic 8	1:00 +/-10	2. Waltz jump
	max.	3. Mazurka - either direction
		4. 1 Combination move - clockwise or counter clockwise – two forward crossovers
		into Fl 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





EVENT: Free Skate 1-6 Program Event

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.

- To be skated on full ice.
- The skater must demonstrate the required elements and may use but is not required to use any additional elements from previous levels
- A .2 deduction will be taken for each element performed from a higher level
- Time 1:30+/-10sec

Level	Time	Skating rules / standards		
Free Skate 1	1:30+/-10 sec	 Advanced forward stroking - 4-6 consecutive One-foot upright scratch spin from backward crossovers-minimum three revolutions Waltz jump from backward crossovers Half flip jump 		
Free Skate 2	1:30+/-10 sec	 5. Forward outside spiral - R or L 6. Beginning back spin - entry optional – minimum two revolutions 7. Waltz jump, side toe hop, waltz jump sequence 8. Toe loop jump 		
Free Skate 3	1:30+/-10 sec	 Forward crossovers in a figure 8 Back spin- minimum three revolutions Salchow jump Waltz jump/toe loop or Salchow/toe loop jump combination 		
Free Skate 4	1:30+/-10 sec	 6. Forward power 3's, 2-3 consecutive sets -R or L 7. Sit spin- minimum three revolutions 8. Loop jump 9. Waltz jump/loop jump combination 		
Free Skate 5	1:30+/-10 sec	 5. Camel spin- minimum three revolutions 6. Forward upright spin to back upright spin- minimum three revolutio each foot 7. Loop/loop jump combination 8. Flip jump 		
Free Skate 6	1:30+/-10 sec	 5. Camel, sit spin combination - minimum of four revolutions total 6. Split jump or stag jump 7. Waltz jump, ½ loop, Salchow jump sequence 8. Lutz jump 		



SINGLES SHORT PROGRAM

The short program events listed below will be skated. Athletes and coaches are responsible for going to the U.S. Figure Skating rulebook for rules, program length, etc.

A. Intermediate short program – Rule 4230

B. Novice short program - Rule 4220

C. Junior short program – Rule 4210

D. Senior short program – Rule 4200



U.S. Figure Skating Non-qualifying Competitions

EVENT: Introductory Levels Compulsory Event

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

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

Level	Time	Skating rules/standards		
		1. Waltz jump		
Beginner	1:15 max.	2. ½ jump of choice		
		3. Forward two-foot or one-foot spin, minimum three revolutions		
		(free leg position optional)		
		4. Forward or backward spiral		
		 Toe loop jump 		
High	1:15 max.	2. Salchow jump		
Beginner		3. Forward scratch spin - minimum three revolutions		
		4. Forward or backward spiral		
		1. Loop jump		
No-Test	1:15 max.	2. Jump combination to include a toe loop (may not use a loop		
		or Axel)		
		3. Solo spin - sit <u>or</u> camel spin - minimum three revolutions		
		4. Spiral sequence, must include a forward and backward spiral.		
		Additional spirals and balance moves may be included.		





EVENT: COMPULSORY MOVES

- Basic Skills Juvenile: Elements skated on ½ ice
- Intermediate Senior: Elements skated on full-ice
- Elements may be performed only once
- Music is not allowed

Level	Time	Skating rules/standards		
Pre – Preliminary	1:00 max.	 Single flip Jump combination: single/single (no Axel) Sit spin or camel spin - minimum three revolutions Spiral sequence with one forward spiral and one backward spiral (any edge) 		
Preliminary	1:00 max. 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral			
Pre – 1:15 max. 1. Single jump (may include Axel) 2. Jump combination: single/single (may include 3. Layback spin or camel spin - minimum three rev		 Jump combination: single/single (may include Axel) Layback spin or camel spin - minimum three revolutions Step sequence - circular 		
Juvenile & 1:15 max. 2. Jump combination: 3. Layback spin or car		 Jump combination: single/single or double/single Layback spin or camel spin - minimum three revolutions 		
Intermediate 1:30 max. 1. Double Salchow or double toe loop 2. Jump combination: single/single or double/single 3. Flying spin, minimum five revolutions		 Jump combination: single/single or double/single Flying spin, minimum five revolutions 		
Novice	1:30 max.	 Double loop Jump combination: double/single or double/double Flying spin - minimum five revolutions Step sequence - straight line 		
Junior	Junior 1:30 max. 1:30 max. 1:30 max. 1:30 max. 1:30 max. 2. Jump combination: double/double or triple/double or triple/			
Senior 1:30 max. 1:30 max. 1:30 max. 1:30 max. 1:30 max. 2: Jump combination: double/double or triple/double or triple/		 Jump combination: double/double or triple/double Combination spin - minimum 10 revolutions 		





EVENT: Adult Compulsory Moves

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. On required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Elements
		Forward crossovers (Min. 5 consecutive)
Adult Beginner	1:15	2. Waltzjump
		3. Two foot upright spin
		4. Forward spiral (any edge)
		1. Backward crossovers (Min. 5 consecutive)
Adult Pre-Bronze	1:15	2. Waltzjump
		3. Forward upright spin (Min. 3 revolutions)
		4. Forward outside spiral
		1. Single Salchow
Adult Bronze	1:15	2. Waltzjump – toe loop combination jump
7 (46)1 2131123		3. Sit spin (Min. 3 revolutions)
		4. Spiral sequence (Min. 2 spirals)
		1. Single loop
Adult Silver	1:30	2. Single/single jump combination
7.4311 311 311	1.00	3. Sit spin (Min. 3 revolutions)
		4. Straight line step sequence
		1. Single Lutz or Axel
Adult Gold	1:30	Single/single or single/double jump combination
, aon cola	1.00	3. Camel spin (Min. 4 revolutions)
		4. Straight line step sequence
		Axel, double Salchow , double toe loop or double loop
Masters	2:00	2. Jump combination (double/double, single/double or
Intermediate/Novice	2.00	double/single) that may include double Salchow , double toe
intermediate/Novice		loop or double loop and any single jump including Axel
		3. Solo spin of skater's choice (Min. 6 revolutions)
		4. Straight line step sequence
		1. Choice of any double jump
Masters Junior/Senior	2:00	2. Jump combination that may include any double jump
771031013 301110170011101	2.00	3. Solo spin of skater's choice (Min. 8 revolutions)
		4. Straight line step sequence





EVENT: Basic Elements Event: SNOWPLOW SAM - BASIC 8

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

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

All C	ricilicilis illosi	be skated in the order listed
Level	Time	Skating rules / standards
		March followed by a two foot glide and dip
Snowplow 1:00 max.		2. Forward two foot swizzles 2-3 in a row
Sam 1-3		3. Forward snowplow stop
		4. Backward wiggles 2-6 in a row
		Forward two foot glide and dip
Basic 1	1:00 max.	2. Forward two foot swizzles 6-8 in a row
		3. Forward snowplow stop
		4. Backward wiggles 6-8 in a row
		1. Forward one foot glide - either foot
Basic 2	1:00 max.	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
		1. Forward stroking
Basic 3	1:00 max.	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 three revolutions
		1. Standstill forward outside three-turn - R & L
Basic 4 1:00 max. 2.		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
		Backward outside edge on a circle clockwise or counterclockwise
	1:00 max.	2. Backward crossovers 4-6 consecutive - both directions
Basic 5		3. Basic one foot spin – free leg held to side of spinning leg - minimum
		three revolutions
		4. Side toe hop -either direction
		5. Hockey stop
		1. Standstill forward inside three-turn - R & L
Basic 6	1:00 max.	2. Bunny Hop
		3. Forward spiral on a straight line - R or L
		4. Lunge - R or L
		5. T-stop - R or L
		6. Standstill forward inside open Mohawk - R to L and L to R
Basic 7	1:00 max.	7. Ballet Jump - either direction
		8. Back crossovers to a back outside edge landing position clockwise and
		counter clockwise
		9. Forward inside pivot
	1.00	Moving forward outside or forward inside three-turns R & L
Basic 8	1:00 max.	2. Waltz jump
		3. Mazurka - either direction
		4. 1 Combination move - clockwise <u>or</u> counter clockwise – two forward
		crossovers into Fl 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



EVENT: Free Skate 1-6 Compulsory Event

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

- To be skated on ½ ice
- No music is allowed
- The skater must demonstrate the required elements and may use any additional elements from previous levels
- A .2 deduction will be taken <u>for each</u> element performed from a higher level
- Time: 1:15 or less

Level	Time	ting rules / standards		
Free Skate 1	1:15 max.	 Advanced forward stroking - 4-6 consecutive Backward outside three-turns R & L One-foot upright scratch spin from backward crossovers-minimum three revolutions Waltz jump from backward crossovers Half flip jump 		
Free Skate 2	1:15 max.	 Forward outside or inside spiral - R or L Waltz Three's - R or L, 2-3 sets Beginning back spin - entry optional – minimum two revolutions Waltz jump, side toe hop, waltz jump sequence Toe loop jump 		
Free Skate 3	1:15 max.	 Forward crossovers in a figure 8 Backward inside three-turns, R & L Back spin- minimum three revolutions Salchow jump Waltz jump/toe loop or Salchow/toe loop jump combination 		
Free Skate 4	1:15 max.	 Forward power 3's, 2-3 consecutive sets-R or L Sit spin- minimum three revolutions Loop jump Waltz jump/loop jump combination 		
Free Skate 5	1:15 max.	 Camel spin- minimum three revolutions Forward upright spin to back upright spin- minimum three revolutions, each foot Loop/loop jump combination Flip jump 		
Free Skate 6	1:15 max.	 Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6) Camel, sit spin combination - minimum of four revolutions total Split jump or stag jump Waltz jump, ½ loop, Salchow jump sequence Lutz jump 		





EVENT: Jumps Challenge

- Each jump may be attempted twice; the best attempt will be counted.
- Pre-juvenile and lower will be skated ½ ice; Juvenile senior will be skated on full ice
- Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Skating rules / standards		
		Waltz jump (from backward crossovers)		
Beginner	1:15 max.	2. ½ flip or ½ Lutz		
		3. Single Salchow		
		Waltz jump (from backward crossovers)		
High	1:15 max.	2. Single Salchow		
Beginner		Jump combination – waltz jump-toe loop		
		1. Single toe loop		
No-Test	1:15 max.	2. Single loop		
		3. Jump combination – Any two ½ or single revolution jumps (no Axel)		
		1. Single toe loop		
Pre –	1:15 max.	2. Single flip		
Preliminary		3. Jump combination - Any two $\frac{1}{2}$ or single revolution jumps (no Axel)		
		1. Single flip		
Preliminary	1:15 max.	2. Single Lutz		
,		Jump combination – Any single jump + single loop (may be Axel)		
		1. Single Axel		
Pre –	1:15 max.	2. Single or double jump		
Juvenile		Jump combination – single/single (no Axel)		
		1. Single Axel		
Juvenile &	1:15 max.	2. Double Salchow		
Open Juv.		Jump combination – single/single or double/single (no Axel)		
	1:15 max.	1. Single Axel		
Intermediate		2. Double loop*		
		Jump combination – double/single (no Axel)		
		1. Double loop		
Novice	1:15 max.	2. Double flip*		
		3. Jump combination – double/double (may be double Axel)		
		Choice of double or triple jump		
Junior	1:15 max.	2. Double or triple flip*		
		Jump combination – double/double (may be double Axel)		
	1:15 max.	Choice of double or triple jump		
Senior		2. Double or triple Lutz*		
		3. Jump combination – double/double or triple/double (may be double		
		Axel)		





EVENT: Adult Jumps Challenge

- Each jump may be attempted twice; the best attempt will be counted.
- Adult silver and lower will be skated ½ ice; adult gold masters junior/senior will be skated on full ice
- Jumps with an "*" must be preceded with connecting steps (intermediate senior)

Level	Time	Elements		
Adult Beginner 1:00		 Bunny Hop Mazurka or ballet jump 		
Adult Pre-Bronze	1;00	 Waltz or toe loop jump ½ flip, ½ Lutz or ½ loop 		
Adult Bronze 1:00		 Single Salchow Single toe loop Any single jump + single toe loop combination (No Axels allowed) 		
Adult Silver	1:15	Single flip Single loop Single/single combination (Axel is permitted)		
Adult Gold	1:15	 Single Axel Single Lutz Single/single or single/double jump combination (may include any single jump, double toe loop or double Salchow) 		
Masters Intermediate/Novice	1:30	 Axel Double Salchow, double toe loop or double loop Jump combination (double/double, single/double or double/single) that may include double Salchow, double toe loop or double loop and any single jump including Axel 		
Masters Junior/Senior	1:30	Double loop or double flip Double Lutz Jump combination that may include any double jump		





EVENT: Spins Challenge

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. On required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards			
Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3) 			
High Beginner	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3) 			
No-Test	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3) 			
Pre – Preliminary	1:30 max.	 Upright one-foot spin (3) Upright two-foot spin (3) Sit spin (3) 			
Preliminary	1:30 max.	 Backward upright spin (3) Combination spin with no of foot (4) Sit spin (3) 			
Pre – Juvenile	1:30 max.	 Camel spin (3) Combination spin – camel to sit spin; no change of foot (6) Forward to backward scratch spin (3 per foot) 			
Juvenile & 1:30 max. Open Juv. 1:30 max. 1:30 max. 1:30 max. 1:30 max. 1:30 max.		 Combination spin – change of foot; optional change of position (4 per foot) 			
Intermediate	1:30 max.	 Girls – layback spin (4); Boys – camel spin (4) Flying camel spin (5) Sit spin to backward sit spin (4 per foot) Combination spin – change of foot & change of position (4 per foot) 			
Novice	1:30 max.	 Choice of camel, sit or layback spin (6) Camel spin to backward camel spin (4 per foot in position) Combination spin – change of foot & two changes of position (2 per position & 5 per foot) 			
Junior	1:30 max.	 Flying sit spin or flying reverse sit spin (6) Ladies – layback spin (6); men – cross-foot spin (6) Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot) 			
Senior	1:30 max.	 Flying spin of choice (6) Solo spin of choice (6) – may not fly Combination spin – with change of foot & utilizing all three positions (2 per position & 5 per foot) 			





EVENT: Adult Spins Challenge

- Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring.
- Spins may not be repeated. Only required elements may be included.
- All events are skated on ½ ice.
- Minimum number of revolutions are noted in parentheses.

Level Time Skating rules / stand		Skating rules / standards		
Adult Beginner	1:15	 Pivot Two-foot upright spin (2) 		
Adult Pre-Bronze	1:15	 One-foot upright spin (3) Two-foot upright spin (3) 		
Adult Bronze	1:00	 One-foot upright spin (4) One-foot back spin (3) Sit spin (3) 		
Adult Silver	1:30	 Camel spin (3) Layback, sideways leaning or sit spin (4) Combination spin with at least one change of position, no change of foot (3 in each position) 		
Adult Gold	1:30	 Solo spin, no change of foot (4) Second solo spin, different from the first; change of foot optional (4) Combination spin with only one change of foot and at least one change of position (4 each foot) 		
Masters Intermediate/Novice	1:30	 Solo spin of skater's choice (Min. 6 revolutions) Second solo spin, different from the first; change of foot optional (4) May have a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot) 		
Masters Junior/Senior	1:30	 Solo spin of skater's choice (Min. 8 revolutions) Solo spin with a flying entry Combination spin that may have more than one change of foot and at least one change of position (4 each foot). May have a flying entry 		





EVENT: Showcase Events – Dramatic Entertainment Events

Format:

- Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions.
- Props and scenery are permitted

General event parameters:

- Level will be determined by the highest free skate or dance (solo or partnered) test passed.
 Skaters may compete at the highest level they have passed, or skate up to one level higher.
- 2. The determination of level will be based upon test requirement at the entry deadline
- 3. Current guidelines and procedures for non-qualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Dramatic Entertainment Levels:

	Event	Must have passed(dance tests refer to solo or partnered standard track)	Must not have passed(dance tests refer to solo or partnered standard track)	Age	Time
	Limted Beginner, Beginner, No Test* Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
	Pre-Preliminary* Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
	Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
Singles	Pre Juvenile	Pre Juvenile Free Skate 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
	Juvenile	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	13 and under	2:10 max



Teen	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	14-17	2:10 max
Intermediate	Intermediate Free Skate Complete Bronze Dance	Novice Free Skate Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate Complete Preliminary Dance	Novice Free Skate Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate One Silver Dance	Junior Free Skate Any Gold Dance		2:10 max
Junior	Junior Free Skate Two Pre-Gold Dances	Senior Free Skate Completed Gold Dance	No age restriction	2:40 max
Senior	Senior Free Skate Complete Gold Dance			2:40 max
Event	Must meet requirements for*	Must not have passed	Age	Time
Adult Bronze	Adult Bronze Free Skate or Pairs Events or have passed the complete Pre-Bronze	Any Pre-Silver Dance Test	21 and older	1:40 max
	Dance Test			
Adult Silver	Adult Silver Free Skateor Pairs Events or have passed one Pre- Silver Dance Test	Any Pre-Gold Dance Test	21 and older	1:40 max
Adult Silver Adult Gold	Adult Silver Free Skateor Pairs Events or have passed one Pre-	Any Pre-Gold Dance Test Complete Pre- Gold Dance Test	21 and older 21 and older	1:40 max 1:40 max

^{*}The determination of level will be based upon test requirements at the entry deadline. For the U.S. Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete, and rules 2540-2552 apply. For all other competitions, skaters must compete at their test level or one level higher, per the above chart.





EVENT: Showcase Events – Light Entertainment Events

Format:

- Showcase program that should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.
- Props and Scenery are permitted

General event parameters:

- 1. Level will be determined by the highest free skate or dance (solo or partnered) test passed. Skaters may compete at the highest level they have passed, or skate up to one level higher.
- 2. The determination of level will be based upon test requirement at the entry deadline
- 3. Current guidelines and procedures for non-qualifying showcase competitions can be found at www.usfigureskating.org, under "Programs" on the National Showcase page.

Light Entertainment Levels

	Event	Must have passed(dance tests refer to solo or partnered standard track)	Must not have passed(dance tests refer to solo or partnered standard track)	Age	Time
	Limted Beginner, Beginner, No Test* Note: these levels do not qualify for National Showcase	-	Pre-Preliminary Free Skate	No Age restriction	1:30 max
	Pre-Preliminary* Note: this level does not qualify for National Showcase	-	Preliminary Free Skate	No Age restriction	1:30 max
Singles	Preliminary	Preliminary Free Skate	Pre-Juvenile Free Skate	No minimum age (max age 20)	1:40 max
	Pre Juvenile	Pre Juvenile Free Skate 2 Preliminary Dances	Juvenile Free Skate or Complete Pre-Bronze Dance	No minimum age (max age 20)	1:40 max
	Juvenile	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	13 and under	2:10 max
	Teen	Juvenile Free Skate Complete Preliminary Dance	Intermediate Free Skate Any Silver Dance	14-17	2:10 max



Intermediate	Intermediate Free Skate Complete Bronze Dance	Novice Free Skate Any Gold Dance	17 and under	2:10 max
Young Adult	Juvenile Free Skate Complete Preliminary Dance	Novice Free Skate Any Gold Dance	18-20	2:10 max
Novice	Novice Free Skate One Silver Dance	Junior Free Skate Any Gold Dance		2:10 max
Junior	Junior Free Skate Two Pre-Gold Dances	Senior Free Skate Completed Gold Dance	No age restriction	2:40 max
Senior	Senior Free Skate Complete Gold Dance			2:40 max
Event	Must meet requirements for*	Must not have passed	Age	Time
Adult Bronze	Adult Bronze Free Skate or Pairs Events or have passed the complete Pre-Bronze Dance Test	Any Pre-Silver Dance Test	21 and older	1:40 max
Adult Silver	Adult Silver Free Skateor Pairs Events or have passed one Pre- Silver Dance Test	Any Pre-Gold Dance Test	21 and older	1:40 max
Adult Gold	Adult Gold Free Skate or any Masters Pairs event or have passed one Pre-Gold Dance Test	Complete Pre- Gold Dance Test	21 and older	1:40 max
Masters	At least the Masters Intermediate or any Masters Pairs Event or have passed the complete Pre-Gold Dance Test		21 and older	1:40 max

^{*}The determination of level will be based upon test requirements at the entry deadline. For the U.S. Adult Championships and adult sectional championships, skaters must meet the test requirements for the level at which they want to compete, and rules 2540-2552 apply. For all other competitions, skaters must compete at their test level or one level higher, per the above chart.





EVENT: Showcase Events: BASIC SKILLS SHOWCASE

General event parameters:

Groups will be divided by number of entries and ages if possible. Vocal music is permitted. Props are limited to those that skaters can hand-carry or push onto and off the ice, without any assistance, in one trip. Prop set-up/removal must not exceed 1 minute each. Show costumes are permitted, as long as they do not touch or drag on the ice. A .2 deduction will be assessed by the referee against each judges' mark for each five seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance. Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious losses of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice. 6.0 Judging will be used. Deductions will be made for skaters including technical elements not permitted in the event description.

* For specific guidelines regarding the conduct of Showcase competitions, refer to the Nonqualifying Showcase Guidelines posted on www.usfigureskating.org under Programs

Basic Skills Showcase

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	Time 1:00 Max
Free skate 1-6	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 Max



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Good Luck ads are \$5.00 each. Please make your purchase on Entryeeze NO LATER THAN August 22nd, 2014.

Questions: algough@yahoo.com



2014 John Smith Memorial Competition Business Program Ad Insertion Order

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	¼ page: 4 ½" x 2 ½"	
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Inside Front Cover:	\$125 (full page)	
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Full Page Inside:	\$75	
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Questions: algough	n@yahoo.com	

