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## 2015 BOOTS & BLADES

## **BASIC SKILLS COMPETITION**

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## *2015 BOOTS & BLADES* BASIC SKILLS COMPETITION

## The Philadelphia Skating Club and Humane Society



SUNDAY April 19,2015



## Approved by the US Figure Skating Association

Snow Plow Sam; Basic Skills 1- 8; Freeskate 1- 6 Beginner – Preliminary (Test Track and Well Balanced Program) Interpretive, Dance and Showcase

> The Philadelphia Skating Club & Humane Society America's First Figure Skating Club 220 Holland Avenue Ardmore, PA 19033 <u>www.pschs.org</u> Email: <u>pschs@pschs.org</u> 610-642-8700

Secure Online Registration and credit card payment will be available at: <u>www.pschs.org</u> Follow the link for 2015 Basic Skills Competition

Deadline for Online Entries: Midnight on March 23, 2015

Skaters and Coaches schedules and practice ice sessions available for purchase will be posted on the web at <u>www.pschs.org</u>

#### 2015 Boots & Blades Basic Skills Competition

WHEN:	Sunday, April 19, 2015	
LOCATION:	Philadelphia Skating Club 220 Holland Avenue Ardmore, PA 19003 (610) 642-8700	and Humane Society
CHAIRPERSON:	Regina Barr pschs@pschs.org	CHIEF REFEREE: Susan Miller

**ELIGIBILITY:** The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Basic Skills Program and/or are full members of U.S. Figure Skating. Once you register through our website <u>www.pschs.org</u>, your legibility to compete will be confirmed by an email sent directly to your Club by entryeeze.com to verify that you are a Club member in good standing. Members of other organizations are eligible to compete but must be registered with the host Basic Skills Program/Club or any other Basic Skills Program/Club.

Eligibility will be based on skill level as of the closing date of entries Monday, March 23, 2015. All SNOWPLOW SAM and BASIC SKILLS SKATERS THROUGH BASIC 8 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.

For the Free skate 1-6, Test Track and Well Balanced levels, 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.

**RULES:** The competition will be conducted according to the rules in the 2015 Rule Book except as stated herein. The 6.0 judging system will be used for this competition.

**LIABILITY:** The USFS and the Philadelphia Skating Club and Humane Society accept no responsibility for injury or damage sustained by any participant in this competition; competitors assume the risk of competing in accordance with US Figure Skating rules.

**PRACTICE ICE:** Practice ice will be offered and available for purchase through Entryeeze when you register for the competition. Practice ice sessions will be \$12.00 if you pre-order the sessions. After the competition schedule is posted, practice ice sessions will be available for \$14.00.

**SCHEDULE:** The schedule for the competition will be available only by visiting <u>www.pschs.org</u>. The schedule will NOT be available by phone, mail, or email. Please check for schedule changes prior to traveling to the competition.

**MUSIC:** Only CD's will be accepted. They must be clearly marked with competitor's name and event. Please submit CD's at the registration desk on arrival (at least one hour prior to scheduled event). Please pick up CD's promptly after the event. The Philadelphia Skating Club assumes no responsibility or liability due to loss or damage to any CD's. All possible care will be taken. Competitors should have duplicate CD's with them at their scheduled event (in case of problems with the original music) and for practice sessions. **No CD's in RW format will be accepted** 

**RINK:** All events will be held at the PSC&HS. The ice surface measures 195' x 85' with NO boards. 5" edge. No smoking is permitted in the PSC&HS. No flash photography permitted during the events.

AWARDS: Medals will be presented for First through Fourth places in each event.

**VIDEO:** Only battery operated video equipment will be permitted. There will be professional videotaping available for purchase.

**DEADLINE**: <u>You must enter this competition online at www.pschs.org by midnight March 23, 2015</u>. Late entries will be accepted at the discretion of the Competition Chair and will require <u>DOUBLE</u> the entry fee. THERE WILL BE NO REFUNDS except for the cancellation of an event. Please note: The processing fee collected by entryeeze.com is not refundable for any reason.

**ENTRY FEES:** 1<sup>st</sup> Event, \$50.00; each additional event, \$35.00 Entering online at <u>www.pschs.org</u> with secure credit card payment is the only way to enter this competition. Simply follow the link 2015 Basic Skills Competition to register for the competition and pay with a credit card (VISA, MASTERCARD, and DISCOVER only please.) You will be charged a non-refundable processing fee by entryeeze.com. Checks returned for non-sufficient funds and contested credit card charges will be assessed a \$25.00 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events.

EVENT CHANGE FEE: Please review your application closely with your coach to ensure you have entered the correct events/levels. Once names have been submitted to the Chief Referee, no changes will be made except those due to an error by the LOC. After the tentative schedule is posted online, any change in registration because of an error on your application will result in a \$25.00 fee per change.

**REGISTRATION:** Please arrive 1 hour prior to your scheduled event. Report to the Registration Desk where you will hand in your music and receive a skater's information packet. Competitors who arrive after their warm-up group begins will be allowed to skate only at the discretion of the referee. If they do not skate, they will forfeit all fees for that event.

	Boots & Bla	des Basic	: Skills	Competit		ion
	Enter through					CCEPTED MY MAIL)
(the f	following inform	-				
Last Name	First	МІ	Sex	Birthdate	Ag	ge USFS/BS # (mandatory)
Street Address	Ci	ty	Sta	ate	Zip Code	
e-mail			Home pl	none		Cell Phone
Home club or rink	Coach		Coach	s e-mail		Coach's phone
Highest Passed: USFS Free	estyle	_ USFS MIF_		Basic	Skills	ISI
Please check the ever	nt(s) you are entering	:				
	nts(no music):			Basic Fre	ee Skate Program	<u>1:</u>
Snow	vplow Sam			Snowplov	v Sam	
Basic		Basic 5		Basic 1	B	asic 5
Basic		Basic 6		Basic 2		asic 6
Basic		Basic 7		Basic 3		asic 7
Basic		Basic 8		Basic 4	B	asic 8
Free Skate E	ements/Compulsorie	s(no music):			Introductory Lev	vels Free Skate Program:
Free		Beginner			Beginner	r
Free	Skate 2I	ligh Beginne	r		High Begi	inner
Free	Skate 3	No Test			Notest	
Free		Pre-Prelimina	ary			
Free	Skate 5I	Preliminary				
Free	Skate 6					
Free Skate 1-	<u>5 Program :</u>	<u>Test Tra</u>	ack Free S	kate:	Well Ba	alanced Free Skate Program:
Free S	Skate 1	Pre-	-Prelimina	ry	Pr	re-preliminary Free skate
Free S	Skate 2	Pre	liminary		Pr	reliminary Free skate
Free S	Skate 3					
Free	Skate 4					
Free	Skate 5					
Free S	Skate 6					
Showcase:		Int	erpretive:			Dance:
	Basic 8			e1-6/No Test		Preliminary
Frees	kate1-6/Beg/High Beg		-	n/Preliminar		Pre-Bronze
	est/Pre-Prelim		_			
	ninary					
L						

Entry Fee: \$50.00 1st Event, \$35.00 Per Additional Event

Deadline: March23, 2015

Please review your entry form carefully as all event changes due to your error will incur a \$25.00 fee per change. Late Entries will be accepted at the discretion of the chairperson (pschs@pschs.org).

## **BASIC ELEMENTS EVENT: SNOWPLOW SAM – BASIC 8**

Format : Each skater will perform one element at a time in the <u>order listed below</u> (no excessive connecting steps). Each skater performs all of the required elements before moving on to the next skater.

- Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- To be skated on 1/3 to 1/2 ice
- No music
- Elements must be skated in the order listed

Level	Time	Skating rules / standards
		<ul> <li>March followed by a two foot glide and dip</li> </ul>
Snowplow	1:00	Forward two foot swizzles 2-3 in a row
Sam 1-3	max.	Forward snowplow stop
		Backward wiggles 2-6 in a row
		Forward two foot glide and dip
Basic 1	1:00	<ul> <li>Forward two foot swizzles 6-8 in a row</li> </ul>
	max.	Forward snowplow stop
		Backward wiggles 6-8 in a row
		<ul> <li>Forward one foot glide - either foot</li> </ul>
Basic 2	1:00	<ul> <li>Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot</li> </ul>
	max.	Moving snowplow stop
		<ul> <li>Two foot turn in place- forward to backward</li> </ul>
		Backward two foot swizzles 6 - 8 in a row
		Forward stroking
Basic 3	1:00	• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive
	max.	Forward slalom
		Backward one foot glide - either foot
		Two foot spin – minimum three revolutions
		<ul> <li>Standstill forward outside three-turn - R &amp; L</li> </ul>
Basic 4	1:00	<ul> <li>Forward outside edge on a circle clockwise or counter clockwise</li> </ul>
	max.	Forward crossovers 4-6 consecutive both directions
		Backward stroking - 4-6 strokes
		Backward snowplow stop - R or L
		<ul> <li>Backward outside edge on a circle clockwise or counterclockwise</li> </ul>
	1:00	Backward crossovers 4-6 consecutive - both directions
Basic 5	max.	<ul> <li>Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions</li> </ul>
		Side toe hop -either direction
		Hockey stop
		<ul> <li>Standstill forward inside three-turn - R &amp; L</li> </ul>
Basic 6	1:00	Bunny Hop
	max.	<ul> <li>Forward spiral on a straight line - R or L</li> </ul>
		Lunge - R or L
		T-stop - R or L
		<ul> <li>Standstill forward inside open Mohawk - R to L and L to R</li> </ul>
Basic 7	1:00	Ballet Jump - either direction
	max.	<ul> <li>Back crossovers to a back outside edge landing position clockwise and counter clockwise</li> </ul>
		Forward inside pivot
		<ul> <li>Moving forward outside or forward inside three-turns R &amp; L</li> </ul>
Basic 8	1:00	Waltz jump from a standstill
	max.	Mazurka - either direction
		<ul> <li>Combination move - clockwise or counter clockwise – two forward crossovers into FI Mohawk,</li> </ul>
		step down, cross behind, step into one back crossover and step to a forward inside edge
		<ul> <li>Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -</li> </ul>
		minimum three revolutions

## **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.

- Skaters may compete at the highest level they have passed, or "skate up" to one level higher.
- 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
		March followed by a two foot glide and dip
Snowplow Sam	1:00 +/-10	<ul> <li>Forward two foot swizzles 2-3 in a row</li> </ul>
1-3	max.	Forward snowplow stop
		Backward wiggles 2-6 in a row
		Forward two foot glide and dip
Basic 1	1:00 +/-10	<ul> <li>Forward two foot swizzles 6-8 in a row</li> </ul>
	max.	Forward snowplow stop
		Backward wiggles 6-8 in a row
		<ul> <li>Forward one foot glide - either foot</li> </ul>
Basic 2	1:00 +/-10	<ul> <li>Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot</li> </ul>
	max.	Moving snowplow stop
		<ul> <li>Two foot turn in place- forward to backward</li> </ul>
		<ul> <li>Backward two foot swizzles 6 - 8 in a row</li> </ul>
		Forward stroking
Basic 3	1:00 +/-10	• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive
	max.	Forward slalom
		Backward one foot glide - either foot
		Two foot spin – minimum three revolutions
		<ul> <li>Standstill forward outside three-turn - R &amp; L</li> </ul>
Basic 4	1:00 +/-10	Forward crossovers 4-6 consecutive both directions
	max.	Backward stroking - 4-6 strokes
		Backward snowplow stop - R or L
		<ul> <li>Backward crossovers 4-6 consecutive - both directions</li> </ul>
	1:00 +/-10	<ul> <li>Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions</li> </ul>
Basic 5	max.	Side toe hop -either direction
		Hockey stop
		Standstill forward inside three-turn - R & L
Basic 6	1:00 +/-10	Bunny Hop
	max.	<ul> <li>Forward spiral on a straight line - R or L</li> </ul>
		Lunge - R or L
		T-stop - R or L
		<ul> <li>Standstill forward inside open Mohawk - R to L and L to R</li> </ul>
Basic 7	1:00 +/-10	Ballet Jump - either direction
	max.	Back crossovers to a back outside edge landing position clockwise and counter clockwise
		Forward inside pivot
		Moving forward outside or forward inside three-turns R & L
Basic 8	1:00 +/-10	Waltz jump from a standstill
	max.	Mazurka - either direction
		• Combination move - clockwise or counter clockwise – two forward crossovers into FI Mohawk,
		step down, cross behind, step into one back crossover and step to a forward inside edge
		• Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -
		minimum three revolutions

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

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

### Compulsory Events Introductory and Well Balanced Levels

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

#### **Compulsory Moves Event:**

Level	Time	Skating rules / standards
		Single Flip
Pre-Preliminary	1:00	<ul> <li>Jump combination:single/single(no axel)</li> </ul>
	max.	Sitspin or camel spin-minimum three revolutions
		<ul> <li>Spiral Sequence with one forward spiral and one backward spiral(any edge)</li> </ul>
		Single Lutz
Preliminary	1:00	<ul> <li>Jump combination:single/single(may include axel)</li> </ul>
	max.	<ul> <li>Back Upright Spin- minimum three revolutions</li> </ul>
		Forward inside spiral

## Freeskate Events Introductory,Test Track and Well Balanced Levels

#### Introductory Freeskating Events - Vocal Music with lyrics permitted

Level	Jumps	Spins	Step Sequences	Qualifications
Beginner (formerly Limited Beginner) 1:30 +/- 10 sec.	<ul> <li>Max 5 jump elements:</li> <li>Jumps with not more than one-half rotation (front to back or back to front).</li> <li>Max 2 jump sequences</li> <li>Max 2 of any same jump</li> </ul>	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 (formerly Beginner) 1:30 +/- 10 sec.	<ul> <li>Max 5 jump elements:</li> <li>Jumps with not more than one-half rotation (front to back or back to front including half-loop)</li> <li>Single rotation jumps: Salchow and toe loop only.</li> <li>Max 2 jump combinations or sequences</li> <li>Max 2 of any same type jump.</li> </ul>	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	<ul> <li>Max 5 jump elements:</li> <li>Single Jumps (no Axel)</li> <li>Max 2 combos or sequences.</li> <li>Combos limited to 2 jumps</li> <li>Number of jumps in sequence is limited to a max of 3 single jumps (half-loop is not considered a single jump).</li> </ul>	<ul> <li>Max 2 spins:</li> <li>Spins must be a different nature.</li> <li>Minimum three revolutions each.</li> <li>Spins may change feet, position and start with a fly.</li> </ul>	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed Pre-Preliminary Freeskating

#### **Test Track Freeskate Event**

General event parameters:

- Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. 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.	<ul> <li>Max 5 jump elements:</li> <li>Jumps with not more than one-half rotation (front to back or back to front including half-loop)</li> <li>Single rotation jumps: Salchow, toe-loop and loop only.</li> <li>Max. 2 jump combinations or sequences (using above jumps only)</li> <li>Max. 2 of any same type jump</li> </ul>	Max 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.	<ul> <li>Max 5 jump elements:</li> <li>Jumps with not more than one rotation (no Axels).</li> <li>Max. 2 jump combinations or sequences</li> <li>Max. 2 of any same type jump</li> </ul>	<ul> <li>Max of 2 spins:</li> <li>One spin in one position; no change of foot, no flying entry. (Min 3 revolutions)</li> <li>One spin consisting of a front scratch to back scratch; exit on spinning foot not mandatory. (Min 3 revolutions per foot)</li> </ul>	Connecting moves and steps should be demonstrated throughout the program	Skaters must have passed at least the U.S. Figure Skating pre- preliminary free skate test but may not have passed tests higher than the preliminary free skate test

#### Well-balanced Program Freeskate:

General event parameters:

- 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. <u>Vocal music is permitted</u>.
- Level will be determined by the highest Free Skate test passed. Skaters may compete at the highest level they have passed, or "skate up" to one level higher.

Level	Time	Jumps	Spins	Step Sequences
Pre- Preliminary	1:40 sec. max	<ul> <li>Max 5 jump elements: <ul> <li>Any single jumps, including Axel, allowed.</li> <li>Max. 2 jump combinations or sequences</li> <li>Jump combinations are limited to 2 jumps.</li> <li>Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.)</li> <li>Axel may be repeated as an individual jump, as part of a jump combination or jump sequence. Max of 2 Axels.</li> <li>Double or triple jumps are not allowed.</li> </ul> </li> </ul>	<ul> <li>Max 2 spins:</li> <li>a) Spins must be of a different nature</li> <li>b) Spins may change feet and/or position.</li> <li>c) Spins may start with a fly.</li> <li>d) Minimum of 3 revolutions</li> </ul>	One step sequenced that must use ½ of the ice surface.
Preliminary	1:40 sec. max	<ul> <li>Max 5 jump elements: <ul> <li>One must be an Axel or waltz-jump.</li> <li>Max. 2 jump combinations or sequences</li> <li>Jump combinations limited to 2 jumps</li> <li>Number of jumps in a jump sequence is limited to a max. of 3 single jumps (½ loop is not considered a single jump.)</li> <li>Only 2 different double jumps may be attempted, selected from: double Salchow, double toe-loop, double loop)</li> <li>Axel and no more than 2 different double jumps may be repeated as individual jumps, as part of jump combinations or jump sequences.</li> <li>Maximum of 2 Axels or any double Jump.</li> <li>Double flips, double Lutzes, double Axels or triple jumps are not allowed.</li> </ul> </li> </ul>	<ul> <li>Max 2 spins:</li> <li>Spins must be of a different nature</li> <li>Spins may change feet and/or position.</li> <li>Spins may start with a fly.</li> <li>Minimum of 3 revolutions</li> </ul>	One step sequenced that must use ½ of the ice surface.

## **SHOWCASE EVENTS**

#### SHOWCASE EVENTS:

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

Show costumes are permitted, as long as they do not touch or drag on the ice. Props and scenery must be placed and removed by unaided singles and duet competitors within one minute and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A .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 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.

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/ Beginner/High Beginner/ Adult 1-4	3 jump maximum. ½ rotation jumps only, plus the following full rotation jumps: Salchow and toe loop.	May not have passed any official U.S. Figure Skating free skate tests.	Time: 1:30 Max
No Test/ Pre-preliminary/ Adult Pre-Bronze	3 jump maximum. No axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Time: 1:30 Max
Preliminary/ Adult Bronze	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate or Adult Bronze test.	Time: 1:40 Max

## **DANCE- Solo or Couple**

Skater/couple will perform three patterns of each dance before moving on to the next dance with warm-up placed between dances.

- 1. Preliminary: Rhythm Blues& Dutch Waltz
- 2. Pre-Bronze: Fiesta Tango & Swing Dance

## **INTERPRETIVE PROGRAM**

#### **INTERPRETIVE PROGRAM:**

### **Competition Format**

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

### Levels:

Levels should be broken by ability with ages divided appropriately.

### Judging Rules:

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

Spins and jumps performed must be appropriate to competition level.

#### Time:

Music Duration Free Skate 1-6 - No Test: 1:15

Pre-preliminary- Preliminary: 1:30

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