



**F U N
I N T H E
S U N**

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Non-Qualifying Competition

Sunday, June 5, 2016

Featuring the following levels and events:

Basic Skills, Beginner through Pre-Juvenile, Test Track, Adult, Solo Dance and Showcase

Hosted by



Held at

Jacksonville Ice and Sportsplex

3605 Philips Highway
Jacksonville, FL 32207

ENTRY DEADLINE: SUNDAY, MAY 15, 2016 AT 11:59 PM

For more information and to register go to (or click on):

www.jaxskateclub.org OR www.EntryEeze.com

Questions? E-mail the club at fcscjax@gmail.com



Welcome to the 2016 Fun in the Sun Competition!

We are so glad you will be joining us at our annual summer competition. You will find everything you need to know in this official competition announcement. However, if this is your first experience with competing, please know that it is absolutely okay to approach your or your child's private coach or Learn to Skate coach with any questions you may have. If you still have questions you can also contact the competition committee at fcfscjax@gmail.com

ELIGIBILITY/TEST LEVEL

Test level: Competition level is the highest test passed as of the entry deadline, SUNDAY MAY 15, 2016, 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.**

TO REGISTER

Online registration is available via secured credit card transaction at EntryEeze.com **CLICK HERE** to register for the Fun in the Sun Competition.

The Deadline for registration is Sunday, May 15, 2016 at 11:59pm EST.

Entries will be accepted on a first-come, first-served basis. Entrants are advised to enter early.

EVENT FEES

Basic Skills Events: 1st Event: \$55 Additional Basic Skills Event(s): \$25

- Snowplow Sam
- Basic 1-8 Elements and Freeskate Program
- Free Skate 1-6 Compulsory Moves and Free Skate Programs
- Basic Skills Showcase

6.0 Events: 1st Event : \$75 Additional Event(s) \$35

- Introductory Levels (Beginner, High Beginner, No Test)
- Pre-Preliminary through Pre-Juvenile events
- Test Track
- Adult
- Showcase
- Dance events



PRACTICE ICE

Practice Ice sessions will be available on the day of the competition. Sessions are 20 minutes long. This is a good way for the skater to prepare before competing in their event.

Reservation and payment for practice ice is made at the time of registration through the [entryeeze](#) registration system. Each skater is permitted to reserve a **maximum of 2** practice ice sessions at a cost of **\$20.00 per session**.

Selection of the actual time of the practice ice sessions will be made through [entryeeze](#) after the event schedule is posted. The selection day and time will be communicated via email from [entryeeze](#).

- Skaters will only be able to choose sessions that they are eligible for, based on their skating level. This is determined by the [entryeeze](#) system.
- Practice ice fees are nonrefundable.
- Additional practice ice may be available for purchase on the day of the competition at the registration table at a cost of \$20.00 per 20-minute session.
- Contact the First Coast Figure Skating Club at fcscjax@gmail.org regarding any practice ice questions.

LATE ENTRIES may be accepted at the discretion of the LOC (Local Organizing Committee), and will require an additional late entry fee of \$25.00

CHANGES TO ENTRIES may be accepted at the discretion of the LOC and will require a \$25.00 change fee per event.

To avoid these fees, please register on time and verify the accuracy of events and levels with your coach.

REFUND POLICY

Entry fees will not be refunded unless no competition exists or 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 \$35.00 fee. Payment of the fee will be required before the skater is allowed to participate in practice ice or events.

EVENT SCHEDULE

Notification of competition schedule and practice ice times will be via email from [entryeeze](#). A link to the competition schedule will also be posted on the front page of the club's website, <http://www.jaxskateclub.org>

FACILITY INFORMATION:

The competition will be held at Jacksonville Ice and Sportsplex, 3605 Philips Highway, Jacksonville, FL 32207
www.jaxiceandsportsplex.com

The rink has multiple locker rooms, a warm room, and a snack bar. The snack bar will be open throughout the competition and will provide basic breakfast and lunch items. Please consider supporting our rink's snack bar! Our rink is not a particularly cold one but please come prepared if you are planning on sitting for any length of time. It is always a good idea to dress in layers and to bring a blanket.

REGISTRATION

Registration will be open half an hour before the first event and run through the last event of the day. The registration table will be located near the door to the ice surface. **Please register promptly upon arrival.** It is recommended that you arrive at least 45 minutes prior to your first event or at the time your coach suggests.



MUSIC

CHECK IN

Competition music must be turned in at the registration table located near the entry to the ice surface.

FORMAT

All music must be submitted on a CD which is clearly marked with the skater's name and specific event name. (Example: "Mary Smith Basic 3 Elements") No iPods/MP3s will be accepted. One program must be the only music on the CD. **Competitors are reminded to have a back-up CD readily available at the time of their event.**

Music may be picked up at the registration table following each event. The First Coast Figure Skating Club cannot be responsible for CDs left behind at the end of the competition.

PHOTOGRAPHY/VIDEOGRAPHY

Professional photography and videography services will be available. Please check the [entryeeze](#) website for more details as they become available.

Personal photography and videotaping of your skater will only be permitted from the bleachers. Except for the official video producer, only battery-operated cameras will be permitted. **No electrical outlets are available and TRIPODS will NOT be permitted in the building.**

NO FLASH PHOTOGRAPHY, PLEASE! This is for the safety of your skater(s)

AWARDS

All **Basic Skills** competitors will receive a medal. All other competitors placing 1st through 4th will also receive a medal. Awards will be presented at various times throughout the competition. Please check the award presentation schedule which will be posted near the registration table.

RESULTS

Results will be posted in the rink shortly after completion of each event. Please inquire at the information table regarding where they will be posted.

RULES

1. The 2016 Fun in the Sun Competition is sanctioned by United States Figure Skating and will be conducted according to United States Figure Skating rules governing non-qualifying competitions as set forth in the 2016 Official US Figure Skating Rulebook for the 2015-2016 competitive season.
2. The First Coast Figure Skating Club (FCFSC), U.S. Figure Skating and Jacksonville Ice and Sportsplex accept no responsibility for injury or damage sustained by any participant in this competition; competitors assume the risk of competing in accordance with U.S. Figure Skating Rule 1600.
3. The selection of all officials will comply with the rules for competitions as set out in the U.S. Figure Skating Rulebook and in the criteria developed for U.S. Figure Skating competitions.
4. The final schedule of events will be available through [entryeeze](#) and on the FCFSC website (www.jaxskateclub.org). As soon as the schedule has been finalized, all registered skaters and their coaches will receive email notification from [entryeeze](#).



INFORMATION REGARDING COACHES

U.S. Figure Skating Rule MR 5.11 Coach Registration

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

- A. Must be a current full member of U.S. Figure Skating - either through a member club or as an individual member;
- B. Must complete the coach registration process through the U.S. Figure Skating Members Only site, submit proper payment for the annual registration fee of \$30 and, if 18 years of age or older, successfully pass the background screen.
- C. Must complete the appropriate CER courses (A, B, C or D) depending on the highest level of students being coached as of July 1. See rule MR 5.12.
- D. Must submit proof of current general liability insurance with limits of \$1 million per occurrence/\$5 million aggregate.

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

The local organizing committee/club will have a list of compliant coaches who are cleared for a credential at the competition. Coaches will need to check in at the event registration desk and show a government issued photo I.D. to receive a credential.

If a coach cannot provide a photo I.D. and is not on the list or cannot produce the necessary documents, he or she will not be allowed a credential – no exceptions. We strongly urge *all* coaches to have their cards with them. Non-credentialed coaches will not be permitted in the designated coaching area at rink side during events including practice sessions. Coaching at U.S. Figure Skating events without proper registration 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>

LIABILITY

U.S. Figure Skating, The First Coast Figure Skating Club, and Jacksonville Ice and Sportsplex 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.

CONTACT INFO

If you have questions, please contact the club via email (fcfscjax@gmail.com)

If you have an urgent matter, you can contact the competition chair, Vincenza Crawford, at (904) 333-8236



ADDITIONAL INFORMATION

OFFICIAL HOTELS

The following hotels have graciously offered a discounted room rate for competition attendees. Please consider staying in either one. Both are located close to the rink and are in a picturesque area of Jacksonville.

Hilton Garden Inn Jacksonville Downtown/Southbank (2.5 miles from rink)

1201 Kings Avenue, Jacksonville, Florida, 32207, (904) 396-6111



This modern 8-story hotel in Jacksonville's Southbank, off Interstate 95, is a 4-minute walk from the Kings Avenue skyway train station with links to downtown Jacksonville. Chic rooms include free WiFi and custom-designed beds, plus flat-screen TVs with premium cable channels, microwaves, minifridges and desks. Amenities include an on-site American grill, a lounge and a pantry, plus a business center and meeting space. Other perks include a fitness center, a heated outdoor pool and a hot tub.

Discounted rate of \$99.00 per night (plus tax) for a standard King or 2-Queen room including complimentary parking (Rate valid until May 13, 2016)

Click on the link below to go directly to the competition's special hotel page:

[Hilton Garden Inn Jacksonville Downtown/Southbank](http://hiltongardeninn.hilton.com/en/gi/groups/personalized/J/JAXSBGI-FSCK-20160603/index.jhtml)

(<http://hiltongardeninn.hilton.com/en/gi/groups/personalized/J/JAXSBGI-FSCK-20160603/index.jhtml>)

Doubletree by Hilton Jacksonville Riverfront (3.3 miles from the rink)

1201 Riverplace Blvd, Jacksonville, FL 32207 Tel: (904) 398-8800



Centrally located on the downtown riverfront, DoubleTree by Hilton Hotel Jacksonville Riverfront is set amidst the historic San Marco district, near EverBank Field and The Jacksonville Landing. Enjoy complimentary wireless Internet in all guest rooms, and take in the scenery from your picturesque walk-out balcony. Featuring a complimentary 24-hour business center and fitness center, gift shop and complimentary parking.

Discounted room rates: Queen, King or Two Doubles: \$99.00 (plus tax)
(Parking is \$5.00/night) Riverfront King or Double: \$119.00 (plus tax)
King Riverfront Jr Suite-Studio Style: \$139.00 (plus tax)
(Rate valid until Wednesday, May 4, 2016)

Click on the link below to go directly to the competition's special hotel page:

[Doubletree Jacksonville Riverfront](https://secure3.hilton.com/en_US/dt/reservation/book.htm?execution=e1s1)

(https://secure3.hilton.com/en_US/dt/reservation/book.htm?execution=e1s1)

MERCHANDISE

Competition T-shirts will be available for pre-order on the Entryeeze website.



ILLUSTRATION OF THE PROGRESSION THROUGH THE LEVELS OF U.S FIGURE SKATING

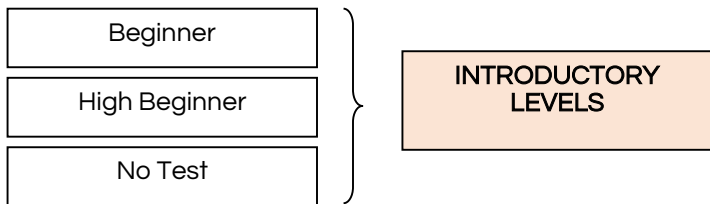
All singles athletes begin with the U.S Figure Skating Basic Skills program, then progress to the "introductory levels," and finally choose whether to follow the test track or Well Balanced program category. Athletes may choose to move between test track and Well Balanced program at any point.

U.S. FIGURE SKATING BASIC SKILLS PROGRAM

Competition levels for singles skaters within the Basic Skills program include:
 Snowplow Sam 1-3
 Basic 1-8, Adult 1-4, Hockey 1-4
 Free Skate 1-6

Once skaters have completed the levels within the Basic Skills curriculum, they advance to the "introductory levels," which are an introduction to competitive figure skating.

Once skaters have competed at the introductory level, and begin the official U.S. Figure Skating test structure, they may then choose whether to enter the "Test Track Free Skate" or "Well Balanced Free Skate" program. Test requirements for both categories are the same, it is completely the choice of the athlete which track to follow.



TEST TRACK FREE SKATE

WELL BALANCED PROGRAM FREE SKATE

- Pre-Preliminary
- Preliminary
- Pre-Juvenile
- Juvenile
- Intermediate
- Novice
- Junior
- Senior

- Pre-Preliminary
- Preliminary
- Pre-Juvenile
- Juvenile/Open Juv.
- Intermediate
- Novice
- Junior
- Senior

Skaters may choose, at any point, which track to follow. They may also move between the tracks at different nonqualifying competitions. They may not, however, enter both events at the same competition.



BASIC SKILLS EVENT: SNOWPLOW SAM – BASIC 8: ELEMENTS

All skaters perform first element before moving on to the next and so on.

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

Level	Time	Skating rules/standards
Snowplow Sam 1-3	1:00 max.	<ul style="list-style-type: none"> ● March followed by a two-foot glide and dip ● Forward two-foot swizzles, 2-3 in a row ● Forward snowplow stop ● Backward wiggles, 2-6 in a row
Basic 1	1:00 max.	<ul style="list-style-type: none"> ● Forward two-foot glide and dip ● Forward two-foot swizzles, 6-8 in a row ● Forward snowplow stop ● Backward wiggles, 6-8 in a row
Basic 2	1:00 max.	<ul style="list-style-type: none"> ● Forward one-foot glide, either foot ● Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot ● Moving snowplow stop ● Two-foot turn in place, forward to backward ● Backward two-foot swizzles, 6-8 in a row
Basic 3	1:00 max.	<ul style="list-style-type: none"> ● Forward stroking ● Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive ● Forward slalom ● Backward one-foot glide, either foot ● Two-foot spin - minimum three revolutions
Basic 4	1:00 max.	<ul style="list-style-type: none"> ● Standstill forward outside three-turn, right and left ● Forward outside edge on a circle, clockwise or counter clockwise ● Forward crossovers, 4-6 consecutive, both directions ● Backward stroking, 4-6 strokes ● Backward snowplow stop, right or left
Basic 5	1:00 max.	<ul style="list-style-type: none"> ● Backward outside edge on a circle, clockwise or counterclockwise ● Backward crossovers, 4-6 consecutive, both directions ● Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions ● Side toe hop, either direction ● Hockey stop
Basic 6	1:00 max.	<ul style="list-style-type: none"> ● Standstill forward inside three-turn, right and left ● Bunny Hop ● Forward spiral on a straight line, right or left ● Lunge, right or left ● T-stop, right or left
Basic 7	1:00 max.	<ul style="list-style-type: none"> ● Standstill forward inside open Mohawk, right to left and left to right ● Ballet jump, either direction ● Backward crossovers to a back outside edge landing position, clockwise and counter clockwise ● Forward inside pivot
Basic 8	1:00 max.	<ul style="list-style-type: none"> ● Moving forward outside or forward inside three-turns, right and left ● Waltz jump (from a standstill) ● Mazurka, either direction ● Combination move, clockwise <u>or</u> counter clockwise, two forward crossovers into forward inside Mohawk, step down, cross behind, step into one backward 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

BASIC SKILLS EVENT: SNOWPLOW SAM – BASIC 8: BASIC PROGRAM EVENT

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 0.2 deduction will be taken for each element performed from a higher level.

Level	Time	Skating rules/standards
Snowplow Sam 1-3	1:10 max.	<ul style="list-style-type: none"> ● March followed by a two-foot glide and dip ● Forward two-foot swizzles, 2-3 in a row ● Forward snowplow stop ● Backward wiggles, 2-6 in a row
Basic 1	1:10 max	<ul style="list-style-type: none"> ● Forward two-foot glide and dip ● Forward two-foot swizzles, 6-8 in a row ● Forward snowplow stop ● Backward wiggles, 6-8 in a row
Basic 2	1:10 max	<ul style="list-style-type: none"> ● Forward one-foot glide, either foot ● Forward alternating ½ swizzle pumps in a straight line, 2-3 each foot ● Moving snowplow stop ● Two-foot turn in place, forward to backward ● Backward two-foot swizzles, 6-8 in a row
Basic 3	1:10 max.	<ul style="list-style-type: none"> ● Forward stroking ● Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive ● Forward slalom ● Backward one-foot glide, either foot ● Two-foot spin - minimum three revolutions
Basic 4	1:10 max.	<ul style="list-style-type: none"> ● Standstill forward outside three-turn, right and left ● Forward crossovers, 4-6 consecutive both directions ● Backward stroking, 4-6 strokes ● Backward snowplow stop, right or left
Basic 5	1:10 max.	<ul style="list-style-type: none"> ● Backward crossovers, 4-6 consecutive, both directions ● Basic one-foot spin, free leg held to side of spinning leg - minimum three revolutions ● Side toe hop, either direction ● Hockey stop
Basic 6	1:10 max	<ul style="list-style-type: none"> ● Standstill forward inside three-turn, right and left ● Bunny Hop ● Forward spiral on a straight line, right or left ● Lunge, right or left ● T-stop, right or left
Basic 7	1:10 max	<ul style="list-style-type: none"> ● Standstill forward inside open Mohawk, right to left and left to right ● Ballet Jump, either direction ● Back crossovers to a back outside edge landing position, clockwise and counter clockwise ● Forward inside pivot
Basic 8	1:10 max.	<ul style="list-style-type: none"> ● Moving forward outside or forward inside three-turns, right and left ● Waltz jump (from a standstill) ● Mazurka, either direction ● Combination move, clockwise <u>or</u> counter clockwise – two forward crossovers into a forward inside 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

BASIC SKILLS 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 0.2 deduction will be taken for each element performed from a higher level.
- **Time: 1:15 max**

Level	Time	Skating rules/standards
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> • Advanced forward stroking, 4-6 consecutive • Backward outside three-turns, right and left • 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.	<ul style="list-style-type: none"> • Forward outside or inside spiral, right or left • Waltz three's, right or left, 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.	<ul style="list-style-type: none"> • Forward crossovers in a figure 8 • Backward inside three-turns, right and left • Back spin - minimum three revolutions • Salchow jump • Waltz jump/toe loop or Salchow/toe loop jump combination
Free Skate 4	1:15 max.	<ul style="list-style-type: none"> • Forward power 3's, 2-3 consecutive sets, right or left • Sit spin - minimum three revolutions • Loop jump • Waltz jump/loop jump combination
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> • 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.	<ul style="list-style-type: none"> • Five step Mohawk sequence - one 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

BASIC SKILLS 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 an element is executed, 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 0.2 deduction will be taken for each element performed from a higher level.
- **Time 1:40 max.**

Level	Time	Skating rules/standards
Free Skate 1	1:40 max	<ul style="list-style-type: none"> ● 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	1:40 max.	<ul style="list-style-type: none"> ● Forward outside spiral, right or left ● Beginning back spin, entry optional - minimum two revolutions ● Waltz jump, side toe hop, Waltz jump sequence ● Toe loop jump
Free Skate 3	1:40 max	<ul style="list-style-type: none"> ● 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	1:40 max.	<ul style="list-style-type: none"> ● Forward power 3's, 2-3 consecutive sets, right or left ● Sit spin - minimum three revolutions ● Loop jump ● Waltz jump-loop jump combination
Free Skate 5	1:40 max.	<ul style="list-style-type: none"> ● 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	1:40 max.	<ul style="list-style-type: none"> ● Camel, sit spin combination - minimum of four revolutions total ● Split jump or stag jump ● Waltz jump, ½ loop, Salchow jump sequence ● Lutz jump

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 have the option to skate one level higher in compulsories than their free skate program.*

Level	Time	Skating rules/standards
Beginner	1:15 max.	<ul style="list-style-type: none"> • Waltz jump • ½ jump of choice • Forward two-foot or one-foot spin - minimum three revolutions (free leg position optional) • Forward or backward spiral
High Beginner	1:15 max.	<ul style="list-style-type: none"> • Toe loop jump • Salchow jump • Forward scratch spin - minimum three revolutions • Forward or backward spiral
No Test	1:15 max.	<ul style="list-style-type: none"> • Loop jump • Jump combination to include a toe loop (may not use a loop or Axel) • Solo spin - sit <u>or</u> camel spin - minimum three revolutions • Spiral sequence, must include a forward and backward spiral. Additional spirals and balance moves may be included.

INTRODUCTORY LEVELS SPINS CHALLENGE

General event parameters:

- 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 / standards
Beginner	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
High Beginner	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)
No Test	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright two-foot spin (3) • Sit spin (3)



INTRODUCTORY LEVELS JUMPS CHALLENGE

General event parameters:

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

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

INTRODUCTORY LEVELS FREE SKATE PROGRAM

General event parameters:

- 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 1:40 Maximum	<p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> • 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 	<p><i>Max. 2 spins:</i></p> <ul style="list-style-type: none"> • 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 1:40 Maximum	<p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> • 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. 	<p><i>Max. 2 spins:</i></p> <ul style="list-style-type: none"> • 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 Maximum	<p><i>Max. 5 jump elements:</i></p> <ul style="list-style-type: none"> • Single jumps, with the exception of the single Axel, are allowed • No single Axels, double jumps or triple jumps • Maximum of 2 jump combinations or sequences • Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted • Jump sequences limited to a maximum of 3 single jumps 	<p><i>Max. 2 spins:</i></p> <ul style="list-style-type: none"> • Spins may change feet and/or position • Spins may start with a fly • Minimum 3 revs. <p>Spins must be of a different character (For definition see rule 4103E)</p>	<ul style="list-style-type: none"> • Step sequence* • Must use one-half the ice surface • Moves in the field and spiral sequences are permitted but will not be counted as elements. 	

	<ul style="list-style-type: none"> Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination 		<ul style="list-style-type: none"> Jumps may be included in the step sequence 	
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WELL-BALANCED EVENT: COMPULSORY MOVES

General event parameters:

- Elements **skated on ½ ice**
- Elements may be performed only once
- **Music is not allowed**

Level	Time	Skating rules/standards
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single Toe Loop (<i>for competitions held after January 1, 2015</i>) 2. Jump combination: single/single (no Axel) 3. Sit spin or camel spin - minimum three revolutions 4. Spiral sequence with one forward spiral and one backward spiral (any edge)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single Lutz 2. Jump combination: single/single (may include Axel) 3. Back upright spin - minimum three revolutions 4. Forward inside spiral
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 1. Single jump (may include Axel) 2. Jump combination: single/single (may include Axel) 3. Layback spin or camel spin - minimum three revolutions 4. Step sequence - circular

WELL-BALANCED EVENT: STEP SEQUENCES

General event parameters:

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

Level	Time	Required elements
Pre-Preliminary	1:00 max.	Each of the two step sequences must include: <ul style="list-style-type: none"> - Forward outside 3-turn - Inside mohawk - Demonstration of forward outside & forward inside edges
Preliminary	1:00 max.	Each of the two step sequences must include: <ul style="list-style-type: none"> - At least two consecutive forward outside power 3-turns - Forward inside 3-turn - At least one set of alternating 3-turns (outside or inside)
Pre-Juvenile	1:00 max.	Each of the two step sequences must include: <ol style="list-style-type: none"> 1. Backward inside 3-turns on each foot 2. Backward outside 3-turns on each foot 3. At least 2 consecutive power pulls (backward or forward)



WELL-BALANCED EVENT: SPINS CHALLENGE

General event parameters:

- 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.

Pre – Preliminary	1:30 max.	<ul style="list-style-type: none"> • Upright one-foot spin (3) • Upright back-scratch spin (3) • Sit spin (3)
Preliminary	1:30 max.	<ul style="list-style-type: none"> • Forward scratch to back scratch spin (3) • Combination spin with no change of foot (4) • Sit spin (3)
Pre-Juvenile	1:15 Max	<ul style="list-style-type: none"> • Camel spin (3) • Combination spin – camel to sit spin; no change of foot (6) • Forward to backward scratch spin (3 per foot)

WELL-BALANCED EVENT: JUMPS CHALLENGE

General event parameters:

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

Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single toe loop 2. Single flip 3. Jump combination - Any two ½ or single revolution jumps (no Axel)
Preliminary	1:15 max.	<ol style="list-style-type: none"> 1. Single flip 2. Single Lutz 3. Jump combination – Any single jump + single loop (may be Axel)
Pre – Juvenile	1:15 max.	<ol style="list-style-type: none"> 1. Single Axel 2. Single or double jump 3. Jump combination – single/single (no Axel)

WELL BALANCED EVENT: PROGRAM FREE SKATE

General event parameters:

- Skaters may not enter both a Well Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
- Skaters will skate to the music of their choice. 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 passed, or skate up to one level higher.

Level	Time	Jumps	Spins	Step Sequences
Pre-Preliminary	1:40 Maximum Vocal music permitted	<i>Maximum of 5 jump elements:</i> <ul style="list-style-type: none"> • All single jumps, including single Axel, allowed • No double, triple or quadruple jumps allowed • Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence. (maximum of 2 single Axels) • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max. 2 jump combinations or sequences • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted. • Jump sequences limited to a maximum of 3 single jumps • ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	<i>Maximum of 2 spins:</i> <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Preliminary	1:40 Maximum Vocal music permitted	Maximum of 5 jump elements: <ul style="list-style-type: none"> • One must be an Axel or Waltz-jump type jump • All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop) • Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed • An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of jump combinations or jump sequences • Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Maximum 2 jump combinations or sequences <ul style="list-style-type: none"> • Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted. • Jump sequences limited to a maximum of 3 single or double jumps • ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination 	Maximum of 2 spins: <ul style="list-style-type: none"> • Spins may change feet and/or position. • Spins may start with a fly. • Minimum of 3 revolutions <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Pre-Juvenile	2:00 +/- 10 sec *means element is required	Max 5 Jump Elements <ul style="list-style-type: none"> • 1 must be an Axel-type jump* • All single and double jumps allowed except for the double Axel <ul style="list-style-type: none"> ○ No triple or quadruple jumps allowed ○ An Axel plus up to 3 different double jumps may be repeated once (but no more) as solo jumps, in jump sequences or in jump combinations ○ Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded • Max 2 jump combinations or sequences <ul style="list-style-type: none"> ○ Jump combinations limited to 2 jumps <u>except that one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted</u> ○ Jump sequences limited to a maximum of 3 or double jumps <p><u>Half-loop is considered a listed jump with the value of a single jump when used in a sequence or combination</u></p>	Max 2 Spins <ul style="list-style-type: none"> • 1 spin combination, with or without change of foot* <ul style="list-style-type: none"> ○ May start with a flying entry ○ Min 6 revs • 1 spin with only 1 position* <ul style="list-style-type: none"> ○ No change of foot ○ May start with a flying entry ○ Min 4 revs <p>These spins must be of a different character</p>	Max 1 Sequence <ul style="list-style-type: none"> • Step Sequence <ul style="list-style-type: none"> ○ Must fully utilize the ice surface ○ Moves in the field and spiral sequences are permitted but will not be counted as elements ○ Jumps may be included in the step sequence

			(For definition see U.S. Figure Skating rule 4103 (E))	
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TEST TRACK EVENT: FREE SKATE

General event parameters:

1. Skaters may not enter both a Well-Balanced Free Skate event and a Test Track Free Skate event at the same nonqualifying competition.
2. Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
3. 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.
4. Minimum number of spin revolutions are in () following the spin description. Revolutions must be in position.
5. 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.	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> ● Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>) ● Single rotation jumps: Salchow, toe loop and loop only. ● Max. 2 jump combinations or sequences ● Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> ● 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.	<p><i>Maximum of 5 jump elements:</i></p> <ul style="list-style-type: none"> ● Jumps with not more than one rotation (no Axels). ● Max. 2 jump combinations or sequences ● Max. 2 of any same type jump 	<p><i>Maximum of 2 spins:</i></p> <ul style="list-style-type: none"> ● 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 pre-preliminary free skate test but may not have passed tests higher than the preliminary free skate test
Pre-Juvenile	<i>Maximum of 5 jump elements:</i>	<i>Maximum of 2 spins:</i>		Skaters must have passed at least the



2:00 +/- 10 sec.	<ul style="list-style-type: none"> • Jumps with not more than one rotation (no Axels). • Max. 2 jump combinations or sequences • Max. 2 of any same type jump 	<ul style="list-style-type: none"> • One spin in one position, no change of foot (Min. 3 revolutions) • One combination spin: forward camel spin to forward sit spin; change of foot optional (Min. 6 revolutions). Spins may not fly. 	One step sequence fully utilizing ice surface	U.S. Figure Skating preliminary free skate test but may not have passed tests higher than pre-juvenile free skate test
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ADULT EVENTS

COMPULSORY MOVES

Adult 1-6 Free Skate, Pre-Bronze and Bronze:

The skating order of the required elements is optional. The elements are not restricted 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.

- music is NOT allowed.
- The skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:30+/-10 sec unless otherwise noted

Adult 1 <ul style="list-style-type: none"> • Falling and Recovery • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops 	Adult 4 <ul style="list-style-type: none"> • Basic forward outside and forward inside consecutive edges • Backward edges on a circle, (outside and inside, clockwise and counterclockwise) • Backward crossovers, (clockwise and counterclockwise, 5 consecutive) • Forward outside 3-turns, right and left • Forward outside swing rolls to a count of 6
Adult 2 <ul style="list-style-type: none"> • Forward stroking showing correct use of the blade • Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row • Forward one-foot glides • Slalom • Backward swizzles, (4-6 in a row, clockwise and counterclockwise) 	Adult 5 <ul style="list-style-type: none"> • Forward and backward crossovers in a figure 8 pattern • Forward outside to inside change of edge on a line • T-stop, right or left • Forward inside 3-turns, right and left • Beginning one-foot spin
Adult 3 <ul style="list-style-type: none"> • Forward outside and inside edges on a circle (clockwise and counterclockwise) • Forward crossovers (clockwise and counterclockwise) • Backward ½ swizzle pumps on a circle (4-6 in a row consecutive, clockwise and counterclockwise) • Moving forward to backward and backward to forward two-foot turn • Beginning 2-foot spin 	Adult 6 <ul style="list-style-type: none"> • Forward perimeter stroking with crossover end patterns • Backward crossovers to a backward outside edge glide (landing position) • Lunge • Spiral • Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)

Adult Pre-Bronze: Must have passed no higher than adult pre-bronze free skate test or pre-preliminary free skate test. Time: 1:40 maximum
Refer to the current U.S. Figure Skating Rulebook #4600 for specific requirements.

Adult Bronze: Must have passed no higher than adult bronze free skate test or the preliminary free skate test. Time: 1:50 maximum
Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements.

ADULT EVENTS **SPINS CHALLENGE**

General event parameters:

1. 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.
2. All events are skated on ½ ice.
3. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Adult Beginner	1:15	<ol style="list-style-type: none"> 1. Pivot 2. Two-foot upright spin (2)
Adult Pre-Bronze	1:15	<ol style="list-style-type: none"> 1. One-foot upright spin (3) 2. Two-foot upright spin (3)
Adult Bronze	1:15	<ol style="list-style-type: none"> 1. One-foot upright spin (4) 2. One-foot back spin (3) 3. Sit spin (3)

ADULT EVENTS **JUMPS CHALLENGE**

General event parameters:

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

Level	Time	Elements
Adult Beginner	1:00	<ol style="list-style-type: none"> 1. Bunny Hop 2. Mazurka or ballet jump
Adult Pre-Bronze	1;00	<ol style="list-style-type: none"> 1. Waltz or toe loop jump 2. ½ flip, ½ Lutz or ½ loop
Adult Bronze	1:00	<ol style="list-style-type: none"> 1. Single Salchow 2. Single toe loop 3. Any single jump + single toe loop combination (No Axels allowed)



ADULT EVENTS

FREE SKATE

Adult 1-6 Free Skate, Pre-Bronze and Bronze:

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

- Vocal music is allowed
- The skater must demonstrate the required elements and may use, but is not required to use, any additional elements from previous levels.
- A 0.2 deduction will be taken for each element performed from a higher level.
- Time 1:30+/-10 sec unless otherwise noted

<p>Adult 1</p> <ul style="list-style-type: none"> • Falling and Recovery • Forward Marching • Forward two-foot glide • Forward swizzle • Moving Snowplow Stops 	<p>Adult 4</p> <ul style="list-style-type: none"> • Basic forward outside and forward inside consecutive edges • Backward edges on a circle, (outside and inside, clockwise and counterclockwise) • Backward crossovers, (clockwise and counterclockwise, 5 consecutive) • Forward outside 3-turns, right and left • Forward outside swing rolls to a count of 6
<p>Adult 2</p> <ul style="list-style-type: none"> • Forward stroking showing correct use of the blade • Forward ½ swizzle pumps on a circle, (clockwise and counterclockwise) 4-6 in a row • Forward one-foot glides • Slalom • Backward swizzles, (4-6 in a row, clockwise and counterclockwise) 	<p>Adult 5</p> <ul style="list-style-type: none"> • Forward and backward crossovers in a figure 8 pattern • Forward outside to inside change of edge on a line • T-stop, right or left • Forward inside 3-turns, right and left • Beginning one-foot spin
<p>Adult 3</p> <ul style="list-style-type: none"> • Forward outside and inside edges on a circle (clockwise and counterclockwise) • Forward crossovers (clockwise and counterclockwise) • Backward ½ swizzle pumps on a circle (4-6 in a row consecutive, clockwise and counterclockwise) • Moving forward to backward and backward to forward two-foot turn • Beginning 2-foot spin 	<p>Adult 6</p> <ul style="list-style-type: none"> • Forward perimeter stroking with crossover end patterns • Backward crossovers to a backward outside edge glide (landing position) • Lunge • Spiral • Footwork sequence: (3-5 forward crossovers to an inside Mohawk, 3-5 backward crossovers, step forward inside the circle and repeat)
<p>Adult Pre-Bronze: Must have passed no higher than adult pre-bronze free skate test or pre-preliminary free skate test. Time: 1:40 maximum Refer to the current U.S. Figure Skating Rulebook #4600 for specific requirements.</p>	<p>Adult Bronze: Must have passed no higher than adult bronze free skate test or the preliminary free skate test. Time: 1:50 maximum Refer to the current U.S. Figure Skating Rulebook #4590 for specific requirements.</p>

SOLO PATTERN DANCE (NOT part of the National Series)

General event parameters:

- Levels are based upon the skaters' highest pattern dance test passed.
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
- The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for his/her level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30th – July 2nd), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2nd quarter).
- Skaters will complete both of the dances at each level. Dances will be scheduled at the discretion of the Chief Referee for each competition and may be competed consecutively or with a break in-between pattern dances groupings.

Level	April 1 st – June 30 th
Preliminary	1. Rhythm Blues 2. Dutch Waltz
Pre-Bronze	1. Fiesta Tango 2. Swing Dance

SHOWCASE EVENTS

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

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

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

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

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



- **Dramatic entertainment:** Showcase program utilizing intense emotional skating quality to depict choreographic theme.
- **Light entertainment:** Showcase program emphasizing such choreographic expressive qualities such as comedy, love and mime while incorporating skating skills.
- **Duets:** Theatrical/artistic performances by any competitors.

BASIC SKILLS SHOWCASE

	Event	Must meet requirements* Must have passed Free Skating or Dance test (solo or partnered standard track)	Must not have passed Must not have passed Free Skate or Dance (solo or partnered) Test	Age	Time
Singles or Duets (Duets must compete at the highest test level of the two skaters)	Basic 1-8	Elements only from Basic 1-8 curriculum	May not have passed any higher than Basic 8 level.	No minimum age (max age 20)	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.	No minimum age (max age 20)	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.	No minimum age (max age 20)	1:30 max.
	Preliminary	Preliminary Free Skate	Pre Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
	Pre Juvenile	Pre Juvenile Free Skate	Juvenile Free Skate OR Juvenile Free Dance	No minimum age (max age 20)	1:40 max
	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

*** SKATERS MUST COMPETE AT THE HIGHEST LEVEL FOR WHICH THEY QUALIFY**



ALL LEVELS FUN BONUS EVENT (NO ADDITIONAL COST!)

SHOOT THE DUCK CONTEST

Skaters will be judged on the quality of the entry/exit, the length, and the depth of their sit position.

Skater must already be registered in another event to be able to participate in the Bonus Event.

LEVELS FOR THIS EVENT ARE AS FOLLOWS:	
TEST LEVEL	SIGN UP FOR THIS LEVEL
NO USFS TESTS PASSED	NO TEST
PASSED PRE-PRELIMINARY MOVES	PRE-PRELIMINARY
PASSED PRELIMINARY MOVES	PRELIMINARY
PASSED PRE-JUVENILE MOVES	PRE-JUVENILE

ALL ENTRANTS WILL RECEIVE A PRIZE

THE WINNER OF EACH CATEGORY WILL RECEIVE A SPECIAL MEDAL!