

Part of the **PHILLY SKATEFEST COMPETITION** Series



**2016 SPRING FLING SKATING COMPETITION**  
**Wissahickon Skating Club**  
**Saturday, May 14, 2016**

**550 W. Willow Grove Avenue**  
**Philadelphia, PA 19118**

**This is a Competition Announcement Only**

**Registration must be completed online at [www.entryeeze.com](http://www.entryeeze.com)**

**Approved Sanction #18439**

**2016 SPRING FLING SKATING COMPETITION**  
**Wissahickon Skating Club**  
**Saturday, May 14, 2016**

**PART OF THE PHILLY SKATEFEST COMPETITION SERIES**

The Spring Fling Skating 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.

LOCATION:     Wissahickon Skating Club  
              550 W. Willow Grove Avenue, Philadelphia, PA 19118  
              (215) 247-1759  
              www.wissskating.com

CHAIRPERSONS: Jill McGee and Kathryn Larkin  
CHIEF REFEREE: Susan Miller  
CHIEF ACCOUNTANT: Andy Plaskey and Andi Shorin

**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 Entryeeze, your eligibility 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 Saturday, April 16, 2016. All SNOWFLOW 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 2016 Rule Book except as stated herein. **The 6.0 judging system will be used for all events in this competition.**

**LIABILITY:** The USFS and the Wissahickon Skating Club 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 times will be published after registration closes. Each Practice ice session is \$10.00 for 20 minutes.

**SCHEDULE:** The schedule for the competition will be available through Entryeze and posted on the Wissahickon Skating Club website. 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 Wissahickon 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.

**RINK:** All events will be held at the Wissahickon Skating Club. The ice surface measures 185' x 85. No smoking at any time. No flash photography permitted during the events.

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

**PHOTOGRAPHY:** There will be a professional photographer on site with photos available for purchase.

**DEADLINE:** You must enter this competition online by midnight April 23, 2016. Late entries will be accepted at the discretion of the Competition Chair and will require DOUBLE the entry fee. THERE WILL BE NO REFUNDS after March 30, 2016 except for the cancellation of an event. Please note: The processing fee is not refundable for any reason.

**ENTRY FEES:** 1st Event, \$50.00; each additional event, \$35.00. Group events like Maneuvers will be \$35 for the group and one member is responsible for the fee. Entering online with secure credit card payment is the only way to enter this competition. Please follow the link to Entryeze from the Wissahickon Skating Club home page at [www.wissskating.com](http://www.wissskating.com) or go directly to the Entryeze site at <http://comp.entryeze.com/Home.aspx?cid=444>. A non-refundable processing fee will be charged. Contested credit card charges will be assessed a \$25.00 fee. Payment will be required before the skater is allowed to participate in practice ice or competition 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 at the discretion of the referee. If they do not skate, they will forfeit all fees for that event.

**OFFICIAL NOTICES:** An official bulletin board will be maintained during the competition. 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.

**ELIGIBILITY RULES FOR INSTRUCTORS/COACHES:** All coaches will be required to check in and receive a coach badge at registration. If a coach/ instructor attempts to work at the event without the proper credentials, he or she is in violation of U.S. Figure Skating ethics and code of conduct rules and, as such, is subject to disciplinary action. Please consult the Coach Compliance Toolkit for further information and the forms to report the violation.

## 2016 Philly Skate Fest Basic Skills Competition Series

During the competition season skaters will have the chance to compete at different area clubs and earn points for a final standing.

Competitions in the series:

- April 24, Boots & Blades @ PSCHS, Ardmore PA
- May 7, Spring Basic Skills Competition @ Center Ice, Oaks, PA
- May 14, Spring Fling Competition @ Wissahickon SC, Philadelphia, PA



Series Point System:

Events in each of the Series Competitions will be eligible for accumulating points\*. The system for scoring points for the final award will be as follows:

- 1st Place..... 6 Points
- 2nd Place..... 5 Points
- 3rd Place..... 4 Points
- 4th Place..... 3 Points
- 5th Place..... 2 Points
- 6th Place.... 1 Point

If an event has 2-6 skaters, the points will be awarded as if there were 6 skaters in the group.

If there is only one skater in the group, they will be awarded 3 points.

At the end of the Series, in the case of total points being tied, all skaters tied for a place will be awarded a medal-No Ties Will Be Broken.

Points are accumulated for each event separately. Medals will be awarded (1-3 Place) in each level.

*\*Team Manuevers, Solo Dance, Interpretative and Adult 1-6 do not count toward Philly SkateFest points as these events are not offered at all competitions*

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

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

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

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

Basic 8	1:00 max.	<ol style="list-style-type: none"> <li>1. Moving forward outside or forward inside three-turns, right and left</li> <li>2. Standing Waltz jump</li> <li>3. Mazurka, either direction</li> <li>4. 1 Combination move, clockwise <u>or</u> counter clockwise, two forward crossovers into forward inside mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge</li> <li>5. Beginning one-foot upright spin, free foot held to side of spinning leg or crossed position - minimum three revolutions</li> </ol>
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**EVENT: BASIC PROGRAM: 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 for each element performed from a higher level

Level	Time	Skating rules / standards
Snowplow Sam 1-3	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• March followed by a two foot glide and dip</li> <li>• Forward two foot swizzles 2-3 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles 2-6 in a row</li> </ul>
Basic 1	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Forward two foot glide and dip</li> <li>• Forward two foot swizzles 6-8 in a row</li> <li>• Forward snowplow stop</li> <li>• Backward wiggles 6-8 in a row</li> </ul>
Basic 2	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Forward one foot glide - either foot</li> <li>• Forward alternating ½ swizzle pumps, in a straight line – 2-3 each foot</li> <li>• Moving snowplow stop</li> <li>• Two foot turn in place- forward to backward</li> <li>• Backward two foot swizzles 6 - 8 in a row</li> </ul>
Basic 3	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Forward stroking</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Backward one foot glide - either foot</li> <li>• Two foot spin – minimum three revolutions</li> </ul>
Basic 4	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Standstill forward outside three-turn - R &amp; L</li> <li>• Forward crossovers 4-6 consecutive both directions</li> <li>• Backward stroking - 4-6 strokes</li> <li>• Backward snowplow stop - R or L</li> </ul>
Basic 5	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Backward crossovers 4-6 consecutive - both directions</li> <li>• Basic one foot spin – free leg held to side of spinning leg - minimum three revolutions</li> <li>• Side toe hop -either direction</li> <li>• Hockey stop</li> </ul>
Basic 6	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Standstill forward inside three-turn - R &amp; L</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line - R or L</li> <li>• Lunge - R or L</li> <li>• T-stop - R or L</li> </ul>

Basic 7	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Standstill forward inside open Mohawk - R to L and L to R</li> <li>• Ballet Jump - either direction</li> <li>• Back crossovers to a back outside edge landing position clockwise and counter clockwise</li> <li>• Forward inside pivot</li> </ul>
Basic 8	1:00 +/-10 max.	<ul style="list-style-type: none"> <li>• Moving forward outside or forward inside three-turns R &amp; L</li> <li>• Standing Waltz jump</li> <li>• Mazurka - either direction</li> <li>• Combination move - clockwise <u>or</u> counter clockwise – two forward crossovers into FI Mohawk, step down, cross behind, step into one back crossover and step to a forward inside edge</li> <li>• Beginning one-foot upright spin – free foot held to side of spinning leg or crossed position -minimum three revolutions</li> </ul>



## **EVENT: FREE SKATE 1-6 COMPULSORY MOVES**

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 for each element performed from a higher level
- Time: 1:15 or less

Level	Time	Skating rules / standards
Free Skate 1	1:15 max.	<ul style="list-style-type: none"><li>• Advanced forward stroking - 4-6 consecutive</li><li>• Backward outside three-turns R &amp; L</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	1:15 max.	<ul style="list-style-type: none"><li>• Forward outside or inside spiral - R or L</li><li>• Waltz Three's - R or L, 2-3 sets</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	1:15 max.	<ul style="list-style-type: none"><li>• Forward crossovers in a figure 8</li><li>• Backward inside three-turns, R &amp; L</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	1:15 max.	<ul style="list-style-type: none"><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	1:15 max.	<ul style="list-style-type: none"><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	1:15 max.	<ul style="list-style-type: none"><li>• Five step Mohawk sequence - 1 set alternating pattern (refer to Basic Skills Curriculum Free skate 6)</li><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>

## **EVENT: FREE SKATE 1-6 PROGRAM**

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 style="list-style-type: none"><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 style="list-style-type: none"><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 style="list-style-type: none"><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 style="list-style-type: none"><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 style="list-style-type: none"><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 style="list-style-type: none"><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>

## **EVENT: COMPULSORY MOVES**

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

- Beginner to Preliminary: 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 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
Beginner	1:15 max.	<ul style="list-style-type: none"><li>• Waltz jump</li><li>• ½ jump of choice</li><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 style="list-style-type: none"><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 style="list-style-type: none"><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>
Pre – Preliminary	1:15 max.	<ul style="list-style-type: none"><li>• Toe loop jump</li><li>• Jump combination: single / single (no Axel)</li><li>• Sit spin or camel spin; min. 3 revolutions</li><li>• Spiral sequence with 1 forward spiral and 1 backward spiral (any edge)</li></ul>
Preliminary	1:15 max.	<ul style="list-style-type: none"><li>• Single Lutz</li><li>• Jump combination: single / single (may include Axel)</li><li>• Back upright spin; min., 3 revolutions</li><li>• Forward inside spiral</li></ul>

## **EVENT: INTRODUCTORY FREESKATING EVENTS – VOCAL MUSIC WITH LYRICS PERMITTED**

### 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	Max 5 jump elements: <ul style="list-style-type: none"> <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: <ul style="list-style-type: none"> <li>• Two upright spins, no change of foot, no flying entry (Min 3 revolutions)</li> </ul>	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	Max 5 jump elements: <ul style="list-style-type: none"> <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: <ul style="list-style-type: none"> <li>• Two upright spins, change of foot optional, no flying entry (Min 3 revolutions)</li> </ul>	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	Max 5 jump elements: <ul style="list-style-type: none"> <li>• Single Jumps, with exception of the single axel, are allowed</li> <li>• No single axel, double jumps or triple jumps</li> <li>• Max 2 jump combinations or sequences</li> <li>• Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is permitted</li> <li>• Jump sequences limited to a maximum of 3 single jumps</li> <li>• Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	Max 2 spins: <ul style="list-style-type: none"> <li>• Spins may change feet and/or position</li> <li>• Spins may start with a fly</li> <li>• Minimum 3 revs</li> <li>• Spins must be of a different character (for definition see rule 4103E)</li> </ul>	<ul style="list-style-type: none"> <li>• Step sequence*</li> <li>• Must use one-half the ice surface</li> <li>• Moves in the field and spiral sequences are permitted but will not be counted as elements.</li> </ul> <p>*Jumps may be included in the step sequence</p>	

## **EVENT: TEST TRACK 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 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.	Max 5 jump elements: <ul style="list-style-type: none"> <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: <ul style="list-style-type: none"> <li>• Two spins of a different nature, one position only. No change of foot, no flying entry. (Min 3 revolutions)</li> </ul>	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.	Max 5 jump elements: <ul style="list-style-type: none"> <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>	Max of 2 spins: <ul style="list-style-type: none"> <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

## **EVENT: WELL BALANCED 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 non qualifying competition.**
- Skaters will skate to the music of their choice. Vocal music is permitted.
- 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	1:30 +/- 10 sec.	<p>Max 5 jump elements:</p> <ul style="list-style-type: none"> <li>• Any single jumps, including Axel, allowed.</li> <li>• No double, triple or quadruple jumps allowed</li> <li>• Axel may be repeated once as a solo jump, as part of a jump combination or jump sequence (maximum of 2 single axels)</li> <li>• Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>• Max. 2 jump combinations or sequences</li> <li>• Jump combinations are limited to 2 jumps except that one 3-jump combination with a maximum of 3 jumps is permitted</li> <li>• Jump sequences limited to a maximum of 3 single jumps</li> <li>• ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	<p>Max 2 spins:</p> <ul style="list-style-type: none"> <li>• Spins must be of a different character (for definition see Rule 4103E)</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>	<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	1:30 +/- 10 sec.	<p>Max 5 jump elements:</p> <ul style="list-style-type: none"> <li>• One must be an Axel or waltz-jump.</li> <li>• All single jumps, including single axel allowed.</li> <li>• Only 2 different double jumps may be attempted (limited to double Salchow, double toe-loop, double loop)</li> <li>• Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed.</li> <li>• An Axel plus up to 2 different, allowable double jumps, may be repeated once (but not more) as solo jumps, or part of jump combinations or jump sequences.</li> <li>• Number of jumps is not limited provided the maximum number of jump elements allowed is not exceeded.</li> <li>• Max. 2 jump combinations or sequences</li> <li>• 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</li> <li>• Jump sequences limited to a max. of 3 single or double jumps</li> <li>• ½ loop is considered a listed jump with the value of a single loop when used in a sequence or combination</li> </ul>	<p>Max 2 spins:</p> <ul style="list-style-type: none"> <li>• pins must be of a different character (for definition see Rule 4103E)</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>	<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>

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



## SHOWCASE EVENTS

**Skaters must enter at the same level as their free skate event or highest test level of skater in the duet.** 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.

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

Showcase may include:

- 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.

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.	1:00 Max
Free skate 1-6/ Beginner/High Beginner	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.	1:30 Max
No Test/ Pre-preliminary	3 jump maximum. No axels or double jumps permitted.	Must have passed no higher than U.S. Figure Skating Pre-Preliminary free skate test.	1:30 Max
Preliminary	3 jump maximum. Axels are permitted, but no double jumps allowed.	Must have passed no higher than U.S. Figure Skating Preliminary free skate test.	1:40 Max

THE FOLLOWING EVENTS ARE OFFERED AT WSC SPRING FLING BUT DO NOT COUNT FOR THE PHILLY SKATEFEST SERIES: Solo Pattern Dances, Interpretative, Team Maneuvers and Adult 1-6

**EVENT: SOLO PATTERN DANCES**

General event parameters:

1. Levels are based upon the skaters' highest pattern dance test passed.
2. A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
3. 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.
4. The Organizing Committee will select the music for the pattern dances.

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

- Preliminary: Rhythm Blues, Dutch Waltz
- Pre-Bronze: Fiesta Tango, Swing Dance

**EVENT: INTERPRETIVE PROGRAM**

**Competition Format**

The Organizing Committee will 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:**

Skaters may compete at the highest level they have passed, or skate up to one level higher. The determination of level will be based upon test requirement at the entry deadline

**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 through No Test: 1:15  
    Pre-Preliminary and 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.



## **EVENT: MANUEVER TEAM**

Four compulsory moves will be required of each team. A Maneuver Team consists of 2 to 4 skaters. One skater can perform no more than two moves. Skaters may skate up one level. Test requirements are the same used for Free Skating events.

### **Introductory Maneuver Team – Members may not have passed ANY USFS Tests**

1. Backward crossovers in a figure eight pattern
2. Forward spiral
3. One-foot upright spin (free foot position optional)
4. Waltz jump

### **Bronze Maneuver Team – Members may not have passed higher than the Preliminary FS Test**

1. Salchow jump
2. Loop jump
3. Waltz jump/toe loop combo (no turns or steps in between)
4. One spin consisting of a front scratch to back scratch (Min 3 revolutions per foot)

## **EVENT: ADULT 1-6 COMPULSORY (no music)**

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.

General event parameters:

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

### Adult 1

- Falling and Recovery
- Forward Marching
- Forward two-foot glide
- Forward swizzle
- Moving Snowplow Stops

### Adult 2

- Forward stroking showing correct use of the blade
- Forward 1/2 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 3

- Forward outside and inside edges on a circle (clockwise and counterclockwise)
- Forward crossovers (clockwise and counterclockwise)
- Backward 1/2 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 4

- Basic forward outside and forward inside consecutive edges
- Backward edges on a circle, (outside and inside, clockwise and counterclockwise)
- Backward crossovers, (clockwise and counterclockwise, 5 consecutive)
- Forward outside 3-turns, right and left
- Forward outside swing rolls to a count of 6

### Adult 5

- 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 6

- 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)

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

