



*The Pleasant Prairie Skating School*

*Announces*

# *2017 Pleasant Prairie Autumn Classic*

**USFS Basic Skills, Dance, Synchronized Skating  
& More Competition**



**Saturday, November 11<sup>th</sup> 2017**

RecPlex Ice Arena

**Compulsory – Freestyle – Interpretive – Artistic  
Introductory level, Test Track and Well Balanced Program Events  
Spins and Jumps  
AND SYNCHRONIZED SKATING!!!**



**Entry Deadline: October 16<sup>th</sup>, 2017**

Inquiries: Please contact Katie Luburich at (262) 925-6754

Email: [kluburich@plprairiewi.com](mailto:kluburich@plprairiewi.com)

9900 Terwall Terrace

Pleasant Prairie, Wisconsin 53158

[www.recplexonline.com/figure-skating](http://www.recplexonline.com/figure-skating)

## 2017 Autumn Classic-November 13<sup>th</sup>, 2017

### **MISSION STATEMENT:**

*The purpose of this competition is to promote a FUN, introductory, competitive experience for the beginning skater.*

The 2017 Autumn Classic competition is sponsored by the Pleasant Prairie Skating School and will be held at the RecPlex Ice Arena, 9900 Terwall Terrace, Pleasant Prairie, WI 53158. This competition will incorporate skills from the Learn to Skate USA program into a competition format that can be easily and successfully conducted by registered Learn to Skate USA programs or a U.S. Figure Skating member club. The Autumn Classic is designed to promote a positive competition experience at the grassroots level and have successfully increased skating participation while generating enthusiasm. The ice surface measures 85'x200'. This Basic Skills Competition is approved by the USFS and conducted in accordance with the USFS rulebook.

### **ELIGIBILITY RULES FOR PARTICIPANTS**

The competition is open to ALL skaters who are current eligible (ER 1.00) members of either the Learn to Skate USA program and/or are full members of U.S. Figure Skating. To be eligible, skaters must have submitted a membership application or be a member in good standing. Members of other organizations are eligible to compete but must be registered with the host Learn to Skate USA program/club or any other Learn to Skate USA program/club.

Eligibility will be based on skill level as of closing date of entries. All SNOWFLOW SAM AND LEARN TO SKATE USA SKATERS THROUGH BASIC 6 must skate at highest level passed or one higher and NO official U.S. Figure Skating tests may have been passed including Moves in the Field or individual dances. Skaters in other events may skate at highest level passed OR one level higher BUT not both levels in the same event during the same competition.

### **SERIES INFORMATION**

The Autumn Classic 2016 Competition is part of the 10th Annual U.S. Figure Skating Illinois Compete USA series. This series will run from July, 1<sup>st</sup> 2017-June 20<sup>th</sup>, 2018. Please refer to [www.skatingcouncilofillinois.org](http://www.skatingcouncilofillinois.org) for more information on the Series.

### **ENTRIES AND FEES**

An online entry system with secure credit card payment is being used for this competition. **All registration will be done online through entryeze.** All entries must be done online and skaters must be registered **by midnight October 16<sup>th</sup>, 2017**. Late entries will be accepted at the discretion of the referee and will be assessed at an additional \$25 late fee. You will be assessed an additional \$25 for all checks that are returned, and the skater will only be allowed to compete if payment is subsequently made in cash or money order. <http://comp.entryeze.com/Home.aspx?cid=328>  
**Entry fees are \$65.00 for the first event and \$25.00 for each additional event.**

**AWARDS** – Everyone will receive an award. All events will be final rounds. Medals will be awarded to first, second, and third places. ALL other places will receive ribbons. ALL awards will be given at appropriate times throughout the competition.

**SCHEDULE OF EVENTS** - Will be posted on the EntryEeze website approximately four to five days prior to competition). Information regarding groups and skating times will also be listed online prior to the beginning of competition.

**PRACTICE ICE** – Will be available and for sale on the EntryEeze website. You will receive an email confirmation when it is open and ready for purchase.

**MUSIC** - The music for all free skating programs and showcase must be provided on CDs by the skater. CDs should be clearly marked with the name of the skater, event entered and length of music (not skating time). Competition music is to be turned in at the time of registration. Time duration is always +/- 10 seconds.

**VIDEO TAPING AND PHOTOGRAPHS** – A professional videographer and photographer will be available on-site to capture your skaters achievements and success. You may furnish your own tape or purchase same.

#### **REFUND POLICY**

Entry Fees will not be refunded after October 15<sup>th</sup>. There will be no refunds for medical withdrawals.

#### **LIABILITY**

U.S. Figure Skating, Cutting Edge FSC and the RecPlex Ice Arena accept no responsibility for injury or damage sustained by any participant in this competition. This is in accordance with Rule 1600 of the official U.S. Figure Skating Rulebook.

#### **JUDGING SYSTEM**

The 6.0 Majority Judging System will be used for all events at this year's competition.

#### **INFORMATION REGARDING COACHES**

ALL coaches must be compliant with either US figure Skating and or Learn to Skate USA. Coaches should have proof of their membership with either a USFS compliance card or a Learn to Skate USA card when checking in at registration.

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

#### **DRIVING DIRECTIONS**

**From the North or South** - Take I-94 to Exit 347 at Highway 165. Travel East on Hwy 165 approximately 1 mile and turn left on Terwall Terrace into Prairie Springs Park to the RecPlex. Drive around the building and the first parking lot on the left. Drive to the second parking lot on the left where the Ice Arena is located.

**HOTELS** - Ask the hotels about their Seasonal Packages as you make reservations. For more information, please visit the Kenosha Convention and Visitor's Bureau website at [www.kenoshacvb.com](http://www.kenoshacvb.com).

**Radisson Hotel & Conference Center**

11800 108th St. Pleasant Prairie, WI 53158  
Phone: 262-857-3377  
Toll Free: 800-333-3333

100% smoke free hotel located at I-94 and Hwy. 165. 120 recently renovated rooms with 30 exclusive suites with new 32" HD flat panel TVs ... on site restaurant, pub and room service ... indoor pool, whirlpool and fitness center ... across from Prime Outlets-Pleasant Prairie mall. The hotel also features a gift shop and 24 hour coffee service in the lobby.

**Holiday Inn Express Hotel & Suites**

7887 94th Ave. Pleasant Prairie, WI 53158  
Phone: 262-942-6000  
Toll Free: 800-465-4329

1 mile east of I-94 off Hwy. 50. All suite property, featuring a complimentary full hot breakfast buffet each morning, spacious meeting room and the area's largest indoor heated hotel pool.

**Best Western Executive Inn**

7220 122nd Ave. Kenosha, WI 53142  
Phone: 262-857-7699

I-94 and Hwy. 50. Newly remodeled rooms feature cable television with premium channels, high-speed wireless internet access, and microwave and refrigerator. Hotel amenities include meeting facilities, business services, indoor heated pool, hot tub, fitness room, yoga center, a hot complimentary breakfast buffet, and on-site Rush Street Lounge.

**Candlewood Suites**

10200 74th St. Kenosha, WI 53142  
Phone: 262-842-5000  
Toll Free: 877-226-3539

I-94 and Hwy. 50 East. Kenosha's newest all-suite hotel featuring 90 studio and one bedroom suites complete with full kitchen and spacious work area. Additional amenities include complimentary high-speed wireless internet access in every room and throughout the hotel, a business center, complimentary guest laundry area, and fitness center.

**Comfort Suites**

7206 122nd Ave. Kenosha, WI 53142  
Phone: 262-857-3450

I-94 and Hwy. 50. Charming all-suite hotel centrally located off I-94 includes a 24 hr indoor pool and whirlpool, full hot breakfast buffet and free high-speed Internet.

**Country Inn & Suites**

7011 122nd Ave. Kenosha, WI 53142  
Phone: 262-857-3680  
Toll Free: 800-456-4000

I-94 and Hwy. 50. Complimentary continental "plus" breakfast. 24 hour Indoor pool, whirlpool and fitness room, Free High-Speed wireless Internet. Refrigerator and microwave in all rooms.

**Competition Inquiries:** Katie Kerley, Figure Skating Events Coordinator, [kluburich@plprairiewi.com](mailto:kluburich@plprairiewi.com) or 262-925-6754



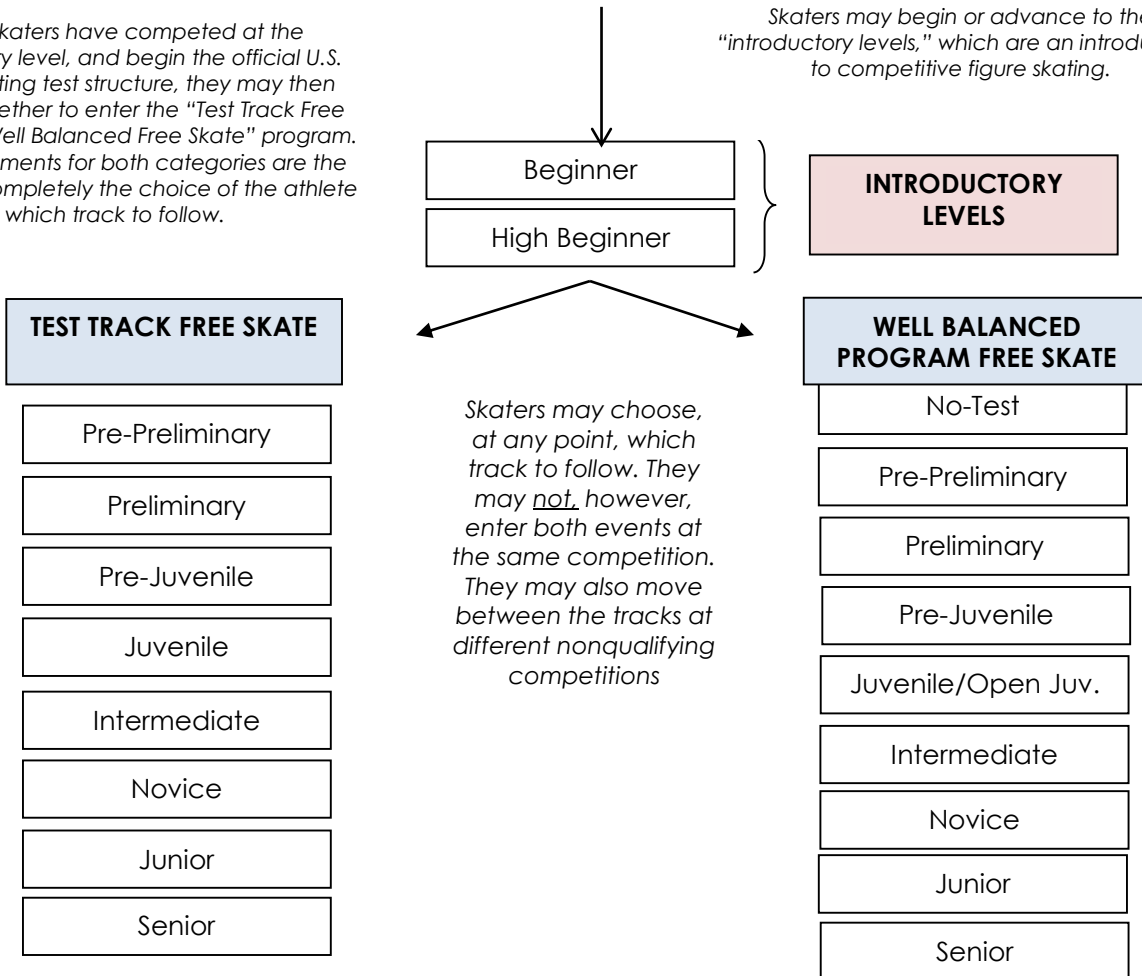
## ILLUSTRATION OF THE PROGRESSION THROUGH THE LEVELS OF U.S FIGURE SKATING

Singles athletes begin with the Learn to Skate USA 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.

<b>LEARN TO SKATE USA PROGRAM</b>
<p>Competition levels for skaters within Compete USA include:</p> <p>Snowplow Sam          Basic 1-6, Adult 1-6, Hockey 1-4          Pre-Free Skate and Free Skate 1-6</p>

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.

Skaters may begin or advance to the "introductory levels," which are an introduction to competitive figure skating.



## 2017 Autumn Classic

### EVENT: Basic Elements Event: SNOWPLOW SAM – BASIC 6

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

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

Level	Time	Skating rules/standards
Snowplow Sam 1-4	1:00 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 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>• Beginning snowplow stop on two-feet or one-foot</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:00 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, either foot</li> <li>• Scooter pushes, right and left foot, 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 max.	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Beginning backward one-foot glide, either foot</li> <li>• Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:00 max.	<ul style="list-style-type: none"> <li>• Backward one-foot glides, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Beginning two-foot spin, 2-4 revolutions</li> <li>• Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:00 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Advanced two-foot spin, 4-6 revolutions</li> <li>• Forward outside three-turn, right and left</li> <li>• Hockey stop</li> </ul>
Basic 6	1:00 max.	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li> <li>• T-stop, right or left</li> </ul>

# 2017 Autumn Classic

## EVENT: Basic Program Event: SNOWPLOW SAM – BASIC 6

Format: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified.

- To be skated on full ice.
- 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 1-4	1:10 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	1:10 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>• Beginning snowplow stop on two-feet or one-foot</li> <li>• Backward wiggles, 6-8 in a row</li> </ul>
Basic 2	1:10 max.	<ul style="list-style-type: none"> <li>• Forward one-foot glide, either foot</li> <li>• Scooter pushes, right and left foot, 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	1:10 max.	<ul style="list-style-type: none"> <li>• Beginning forward stroking showing correct use of blade</li> <li>• Forward ½ swizzle pumps on a circle, either clockwise or counter clockwise, 4-6 consecutive</li> <li>• Forward slalom</li> <li>• Beginning backward one-foot glide, either foot</li> <li>• Moving forward to backward two-foot turn on a circle</li> </ul>
Basic 4	1:10 max.	<ul style="list-style-type: none"> <li>• Backward one-foot glides, right and left</li> <li>• Forward outside edge on a circle, clockwise or counter clockwise</li> <li>• Forward crossovers, 4-6 consecutive, both directions</li> <li>• Beginning two-foot spin, 2-4 revolutions</li> <li>• Backward ½ swizzle pumps on a circle, one direction only</li> </ul>
Basic 5	1:10 max.	<ul style="list-style-type: none"> <li>• Backward outside edge on a circle, clockwise or counterclockwise</li> <li>• Backward crossovers, 4-6 consecutive, both directions</li> <li>• Advanced two-foot spin, 4-6 revolutions</li> <li>• Forward outside three-turn, right and left</li> <li>• Hockey stop</li> </ul>
Basic 6	1:10 max.	<ul style="list-style-type: none"> <li>• Forward inside three-turn, right and left</li> <li>• Bunny Hop</li> <li>• Forward spiral on a straight line, right or left</li> <li>• Beginning one-foot spin, 2-4 revolutions, optional free leg held position and entry</li> <li>• T-stop, right or left</li> </ul>

## 2017 Autumn Classic

### EVENT: Intro to Pre-Free Skate – Free Skate 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
Intro to Pre-Free Skate	1:15 max.	<ul style="list-style-type: none"> <li>• One outside and one inside moving three turn</li> <li>• Lunge rising up to forward stroking position</li> <li>• Tap toe</li> <li>• Stand still waltz jump</li> </ul>
Pre-Free Skate	1:15 max.	<ul style="list-style-type: none"> <li>• Forward inside open Mohawk from a standstill position ( R to L and L to R)</li> <li>• Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise</li> <li>• One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>• Mazurka</li> <li>• Waltz jump</li> </ul>
Free Skate 1	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power stroking - 4-6 consecutive strokes</li> <li>• Backward outside three-turns, right and left</li> <li>• Upright spin, entry from backward crossovers – minimum 4-6 revolutions</li> <li>• Toe loop jump</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Backward inside three-turns, right and left</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half Lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:15 max.	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Waltz three-turns, clockwise and counter clockwise</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop 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>• Half loop jump</li> <li>• Flip jump</li> </ul>
Free Skate 5	1:15 max.	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin – minimum three revolutions</li> <li>• Waltz jump-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:15 max.	<ul style="list-style-type: none"> <li>• Forward power pulls, right and left</li> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination-minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>• Axel jump</li> </ul>



## 2017 Autumn Classic

### EVENT: Intro to Pre-Free Skate – Free Skate 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 steps and transitions should be demonstrated throughout the program.

- 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
Intro to Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> <li>• One outside and one inside moving three turn</li> <li>• Lunge rising up to forward stroking position</li> <li>• Tap toe</li> <li>• Stand still waltz jump</li> </ul>
Pre-Free Skate	1:40 max	<ul style="list-style-type: none"> <li>• Two forward crossovers into a forward inside Mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise</li> <li>• One-foot upright spin, optional entry and free-foot position (minimum three revolutions)</li> <li>• Mazurka</li> <li>• Waltz jump</li> </ul>
Free Skate 1	1:40 max	<ul style="list-style-type: none"> <li>• Forward power stroking - 4-6 consecutive strokes</li> <li>• Upright spin, entry from backward crossovers – minimum 4-6 revolutions</li> <li>• Toe loop jump</li> <li>• Half flip jump</li> </ul>
Free Skate 2	1:40 max	<ul style="list-style-type: none"> <li>• Alternating forward outside and inside spirals on a continuous axis (2 sets)</li> <li>• Beginning back spin, up to two revolutions</li> <li>• Half lutz</li> <li>• Salchow jump</li> </ul>
Free Skate 3	1:40 max	<ul style="list-style-type: none"> <li>• Alternating Mohawk/crossover sequence, right to left and left to right</li> <li>• Advanced back spin with free foot in crossed leg position, min 3 revs</li> <li>• Loop jump</li> <li>• Waltz jump-toe loop or Salchow –toe loop jump combination</li> </ul>
Free Skate 4	1:40 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>• Half loop jump</li> <li>• Flip jump</li> </ul>
Free Skate 5	1:40 max	<ul style="list-style-type: none"> <li>• Backward outside three-turn, Mohawk (backward power three-turn), both directions</li> <li>• Camel spin – minimum three revolutions</li> <li>• Waltz-loop jump combination</li> <li>• Lutz jump</li> </ul>
Free Skate 6	1:40 max	<ul style="list-style-type: none"> <li>• Split jump or stag jump</li> <li>• Camel, sit spin combination-minimum of four revolutions total</li> <li>• Waltz jump, ½ loop, Salchow jump sequence</li> <li>• Axel jump</li> </ul>

## 2017 Autumn Classic

### EVENT: Introductory Levels Compulsory Event

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

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

Level	Time	Skating rules/standards
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>

## 2017 Autumn Classic

### EVENT: Introductory Levels Free Skate Program

General event parameters:

- Skaters will skate to the music of their choice.
- 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 no 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 Learn to Skate USA free skating badge tests
High Beginner 1:40 Maximum	Max. 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with no 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 Learn to Skate USA free skating badge tests

## 2017 Autumn Classic

### 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
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 - minimum three revolutions</li> <li>• Spiral sequence with one forward spiral and one backward spiral (any edge)</li> </ul>
Preliminary	1:15 max.	<ul style="list-style-type: none"> <li>• Lutz jump</li> <li>• Jump combination: single/single (may include Axel)</li> <li>• Back upright spin - minimum three revolutions</li> <li>• Forward inside spiral</li> </ul>

### 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.
- 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
No-Test	1:40 Maximum	<p>Max. 5 jump elements:</p> <ul style="list-style-type: none"> <li>• Single jumps, with the exception of the single Axel, are allowed</li> <li>• No single Axels, double jumps or triple jumps</li> <li>• Maximum of 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> </ul> <p>Half-loop is considered a listed jump with the value of a single loop when used in a sequence or combination</p>	<p>Max. 2 spins:</p> <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> </ul> <p>Spins must be of a different character (For definition see rule 4103E)</p>	<p>Step sequence*</p> <p>Must use one-half the ice surface</p> <p>Moves in the field and spiral sequences are permitted but will not be counted as elements.</p> <p>Jumps may be included in the step sequence</p>
Pre-Preliminary	1:40 Maximum  Vocal music permitted	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> <li>• All single jumps, including single 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> </ul>	<p>Maximum of 2 spins:</p> <ul style="list-style-type: none"> <li>• Spins may change feet and/or position.</li> <li>• Spins may start with a fly.</li> </ul>	<p>One step sequenced that must use ½ of the ice surface.</p> <p>Moves in the field and spiral</p>

		<ul style="list-style-type: none"> <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>	<ul style="list-style-type: none"> <li>• Minimum of 3 revolutions</li> </ul> <p>These spins must be of a different character (For definition see Rule 4103 (E))</p>	<p>sequences are permitted, but will not count as elements</p> <p>Jumps may be included in the step sequence</p>
Preliminary	<p>1:40 Maximum</p> <p>Vocal music permitted</p>	<p>Maximum of 5 jump elements:</p> <ul style="list-style-type: none"> <li>• One must be an Axel or Waltz-jump type jump</li> <li>• All single jumps, including single Axel, allowed. Only 2 different jumps may be attempted (limited to double Salchow, double toe loop and double loop)</li> <li>• Double flip, double Lutz, double Axel, triple or quadruple jumps are not allowed</li> <li>• 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</li> <li>• Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded</li> <li>• Maximum 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 maximum 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>Maximum of 2 spins:</p> <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 of 3 revolutions</li> </ul> <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>

## 2017 Autumn Classic

### 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 nonqualifying competition.
- Skaters will skate to the music of their choice. Vocal music is permitted at all levels.
- Level will be determined by the highest free skate test passed. Skaters may compete at the highest level they have passed, or “skate up” to one level higher.
- Minimum number of spin revolutions are in ( ) following the spin description. Revolutions must be in position.
- The following deductions will be taken:
  - 0.1 from each mark for each technical element included that is not permitted in the event description.
  - 0.2 from the technical mark for each extra element included.
  - 0.1 from the technical mark for any spin that is less than the required minimum revolutions.

Level	Jumps	Spins	Step Sequences	Qualifications
Pre-Preliminary 1:40 max.	Maximum of 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with not more than one-half rotation (<i>front to back or back to front including half-loop</i>)</li> <li>• Single rotation jumps: Salchow, toe loop and loop only</li> <li>• Maximum 2 jump combinations or sequences</li> <li>• Maximum 2 of any same type jump</li> </ul>	Maximum 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 (Minimum 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 1:40 max..	Maximum of 5 jump elements: <ul style="list-style-type: none"> <li>• Jumps with not more than one rotation (no Axels)</li> <li>• Maximum 2 jump combinations or sequences</li> <li>• Maximum 2 of any same type jump</li> </ul>	Maximum of 2 spins: <ul style="list-style-type: none"> <li>• One spin in one position; no change of foot, no flying entry. (Minimum 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.

## 2017 Autumn Classic

### Event: Stroking & Crossovers

Basic 3-Basic 6

This event is open to Basic 3 through Basic 6 skaters. Skaters will need to perform alternating stroking and forward crossovers in both directions. Skaters will compete while music of different tempos selected by the host rink is played. Skaters will be assigned numbered pinnies to be worn for this event.

**Duet** is for skaters who would like to compete with their ice show programs from last year or create a new program. Skaters should sign for one of the four categories listed below:

Duet Level A – Skills Basic 6 and below

Duet Level B - Single jumps (no axel), any upright spin without a change of foot.

Duet Level C - Single jumps and axel permitted, sit spin or camel.

Duet Level D – Axel (required) and any double jumps any spin choice.

**Duets must compete at the highest level of the two competitors.**

### Event: Duet Showcase

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Individual Level A	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 1 & 2	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 3 & 4	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 5 & 6	Individual Level C	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
No Test/Pre Prelim.	Individual Level C	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Not to exceed 2:00
Preliminary	Individual Level D	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Not to Exceed 2:00

## 2017 Autumn Classic

New

### Event: Ice Show/Individual Showcase Soloist Event

(Skaters wishing to compete in light or dramatic entertainment can compete in this event)  
*Compete with your ice show solo program from last year or create a new program*

**Individual Showcase** is for individual skaters who would like to compete with their ice show programs from last year or create a new program. Skaters should sign for one of the four categories listed below:

Individual Level A – Skills Basic 6 and below

Individual Level B - Single jumps (no axel), any upright spin without a change of foot.

Individual Level C - Single jumps and axel is a must, sit spin or camel.

Individual Level D - Axel and double jumps are permitted, any spin choice.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 1-6	Individual Level A	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 1 & 2	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 3 & 4	Individual Level B	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
Free Skate 5 & 6	Individual Level C	May not have passed any official U.S. Figure Skating free skate tests.	Not to exceed 2:00
No Test/Pre Prelim.	Individual Level C	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Not to exceed 2:00
Preliminary	Individual Level D	Must have passed no higher than U.S. Figure Skating Pre-Preliminary or Adult pre-Bronze free skate test.	Not to Exceed 2:00



## 2017 Autumn Classic

### Event: Group Showcase

Compete with your ice show group number from last year or create your own with four or more skaters – props are optional!

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
Basic 3 - 5	Group Level A	Majority of skaters must be between Basic 3 – 5.	Not to exceed 2:45
Basic 6 – Pre F.S.	Group Level A	Majority of skaters must be between Basic 6 – Pre F.S.	Not to exceed 2:45
F.S. 1 - F.S. 6	Group Level B	Majority of skaters must be between Intro – F.S. 6	Not to exceed 2:45
Adult 1 – Adult Pre-Bronze	Group Level A	Majority of skaters must be between Adult 1 – Adult Pre-Bronze	Not to exceed 2:45

**Groups will be judged on: energy, interpretation, eye contact, choreography, style, originality, costume and use of ice.**

### Event: Interpretive Program

#### Competition Format

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

#### Levels:

Levels should be broken by ability with ages divided appropriately. The majority of skaters must be within the level they wish to compete in.

#### 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: Pre-Free Skate - No Test: 1:00 Max

Pre-Preliminary - Preliminary: 1:00 Max

**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.

## 2017 Autumn Classic

### Event: Spin 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"> <li>• Upright one-foot spin (3)</li> <li>• Upright two-foot spin (3)</li> <li>• Sit spin (3)</li> </ul>
High Beginner	1:30 max.	<ul style="list-style-type: none"> <li>• Upright one-foot spin (3)</li> <li>• Upright two-foot spin (3)</li> <li>• Sit spin (3)</li> </ul>
No Test	1:30 max.	<ul style="list-style-type: none"> <li>• Upright one-foot spin (3)</li> <li>• Upright two-foot spin (3)</li> <li>• Sit spin (3)</li> </ul>
Pre – Preliminary	1:30 max.	<ul style="list-style-type: none"> <li>• Upright one-foot spin (3)</li> <li>• Upright back-scratch spin (3)</li> <li>• Sit spin (3)</li> </ul>
Preliminary	1:30 max.	<ul style="list-style-type: none"> <li>• Forward scratch to back scratch spin (3)</li> <li>• Combination spin with no change of foot (4)</li> <li>• Sit spin (3)</li> </ul>

## 2017 Autumn Classic

### Event: Jump 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"> <li>1. Waltz jump (from backward crossovers)</li> <li>2. ½ flip or ½ Lutz</li> <li>3. Single Salchow</li> </ol>
High Beginner	1:15 max.	<ol style="list-style-type: none"> <li>1. Waltz jump (from backward crossovers)</li> <li>2. Single Salchow</li> <li>3. Jump combination – Waltz jump-toe loop</li> </ol>
No Test	1:15 max.	<ol style="list-style-type: none"> <li>1. Single toe loop</li> <li>2. Single loop</li> <li>3. Jump combination – Any two ½ or single revolution jumps (no Axel)</li> </ol>
Pre – Preliminary	1:15 max.	<ol style="list-style-type: none"> <li>1. Single toe loop</li> <li>2. Single flip</li> <li>3. Jump combination - Any two ½ or single revolution jumps (no Axel)</li> </ol>
Preliminary	1:15 max.	<ol style="list-style-type: none"> <li>1. Single flip</li> <li>2. Single Lutz</li> <li>3. Jump combination – Any single jump + single loop (may be Axel)</li> </ol>

### Event: Solo Pattern Dance

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 30<sup>th</sup> – July 2<sup>nd</sup>), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the 2<sup>nd</sup> 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	January 1 <sup>st</sup> – March 31 <sup>st</sup>	April 1 <sup>st</sup> – June 30 <sup>th</sup>	July 1 <sup>st</sup> – September 30 <sup>th</sup>	October 1 <sup>st</sup> – December 31 <sup>st</sup>
Preliminary	<ol style="list-style-type: none"> <li>1. Dutch Waltz</li> <li>2. Canasta Tango</li> </ol>	<ol style="list-style-type: none"> <li>1. Rhythm Blues</li> <li>2. Dutch Waltz</li> </ol>	<ol style="list-style-type: none"> <li>1. Canasta Tango</li> <li>2. Rhythm Blues</li> </ol>	<ol style="list-style-type: none"> <li>1. Rhythm Blues</li> <li>2. Dutch Waltz</li> </ol>
Pre-Bronze	<ol style="list-style-type: none"> <li>1. Swing Dance</li> <li>2. Cha-Cha</li> </ol>	<ol style="list-style-type: none"> <li>1. Fiesta Tango</li> <li>2. Swing Dance</li> </ol>	<ol style="list-style-type: none"> <li>1. Cha-Cha</li> <li>2. Fiesta Tango</li> </ol>	<ol style="list-style-type: none"> <li>1. Swing Dance</li> <li>2. Cha-Cha</li> </ol>

## 2017 Autumn Classic

### Event: Compete USA Team Compulsories

#### Format:

The designated skater from each team will perform their chosen element in sequence on full ice, with no music, and will follow this format:

1. Minimum of three skaters on a team; each skater will do at least one required element.
2. When the event is called, all skaters will take the ice for a two (2) minute STROKING ONLY warm-up.
3. This will be followed by a one (1) minute individual warm-up for the elements.
4. Teams will be directed to find a "base" for their team along the boards on the ice where they will stay for the remainder of the event.
5. The announcer, referee or judge-in-charge will call the first element (e.g. jump or stop) to be performed.
6. The team member performing the element will step forward and execute the skill, with the element first being performed by the skater on team one, then team two, then team three and so on.
7. Once all the teams have had their skaters complete the element, the next element will be called.
8. Judging is done with one mark for each element (skater) for total team points.
9. Repeat #4-7 above as this will be done in sequence until all the elements at each level are completed.

#### COMPETE USA LEVELS (SNOWPLOW SAM, HOCKEY, BASIC, PRE-FREE SKATE AND FREE SKATE)

Level	Jumps / Stops	Spins / Turns / Glides	Spiral or Step Sequences
Snowplow Sam – Basic 3, Hockey 1-4	a) Wiggles, two-foot swizzles, forward or backward, (4-8 in a row) b) Snowplow stop (one or both feet) or hockey stop (with skid)	a) Curves, glide turns, or hockey turns (right and left, forward) b) March then glide on two feet or forward one-foot glide on left and right foot (one time skater's height, forward)	a) Forward ½ swizzle pumps or forward c-cuts on a circle (right and left, 6-8 consecutive)
Basic 4-Basic 6	a) Side-toe hop, bunny hop, ballet jump, mazurka b) Waltz jump	a) Forward inside pivot or two-foot spin (min. 3 revs.) b) One-foot upright spin, optional entry & free foot position (min. 3 revs.)	a) Moving forward to backward two-foot turns on a circle, clockwise and counterclockwise (from Basic 3)
Learn to Skate USA Pre-Free Skate and Free Skate 1-6 levels	a) Single jump (no Axel) b) Jump combination or jump sequence (no Axel allowed)	a) Solo spin (scratch spin, layback, camel or sit, min. 3 revs, no flying entry) b) Combo Spin: One change of foot, change of position optional (min. 3 revs. on each foot)	a) Spiral Sequence (from Free Skate 2)

## 2017 Autumn Classic

### Event: Theatre On-ice (TOI)

Format: The competitive programs shall create a story based on the theme while demonstrating the choreographic process and gesture or movement.

- Programs should contain skating skills from the Learn to Skate USA program levels listed.
- Elements from higher levels are not allowed.
- Elements from lower levels are encouraged.
- Coaches should refer to the U.S. Figure Skating Learn to Skate USA Instructor’s Manual for further details on the elements.
- Props, scenery and theatrical makeup are not allowed.

Please refer to the Learn to Skate USA Instructor’s Manual for more detailed information on Theatre On Ice 1-4.

#### Learn to Skate USA Theatre On Ice Levels

Level	Program Length	Test, Team Size and Age Requirements
TOI/CE 1	1:30 +/- 10 seconds	<ul style="list-style-type: none"> <li>• Theme: Joy (emotion)</li> <li>• Choreographic process: Repetition</li> <li>• Movement or gesture: Allegro (fast movement)</li> </ul> <p>Skaters should demonstrate elements from the Learn to Skate USA program levels 1 through 4. Elements from higher levels are not allowed.</p>
TOI/CE 2	1:30 +/- 10 seconds	<ul style="list-style-type: none"> <li>• Theme: Body as an instrument</li> <li>• Choreographic process: Canon</li> <li>• Movement or gesture: Soft movement (fluid and light)</li> </ul> <p>Skaters should demonstrate elements from the Learn to Skate USA program levels 5 through 6 Elements from higher levels are not allowed.</p>
TOI/CE 3	1:30 +/- 10 seconds	<ul style="list-style-type: none"> <li>• Theme: Traveling through space</li> <li>• Choreographic process: Mirroring</li> <li>• Movement or gesture: Unison</li> </ul> <p>Skaters should demonstrate elements from the Learn to Skate USA Free Skate 1 through 3. Elements from higher levels are not allowed.</p>
TOI/CE 4	1:30 +/- 10 seconds	<ul style="list-style-type: none"> <li>• Theme: Rhythm</li> <li>• Choreographic process: Call and response</li> <li>• Movement or gesture: Percussive (sharp, fast movement)</li> </ul> <p>Skaters should demonstrate elements from the Learn to Skate USA Free Skate 4 through 6. Elements from higher levels are not allowed.</p>

**Competition Inquiries:** Katie Kerley, Figure Skating Events Coordinator, [kkerley@plprairiewi.com](mailto:kkerley@plprairiewi.com) or 262-925-6754